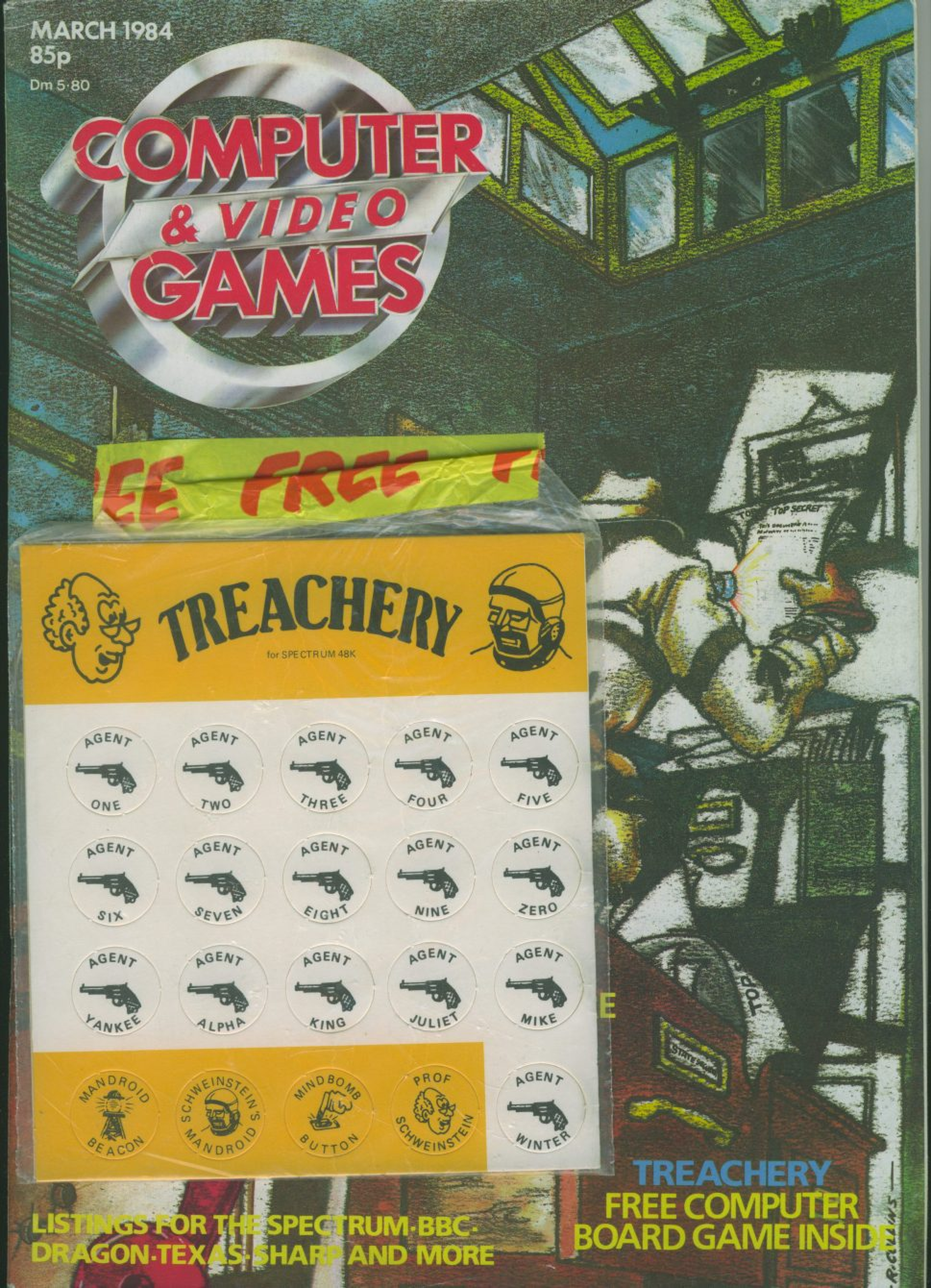
MARCH 1984
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CONTENTS

MARCH 1984 Vol III No 6



Bumper bundle!

Treachery is the name of the game this issue. Mike Singleton has come up with an amazing computer moderated board game all about international espionage and intrigue. Inside this issue you'll find a special pull out map to help you play the game together with the counters on the front cover.

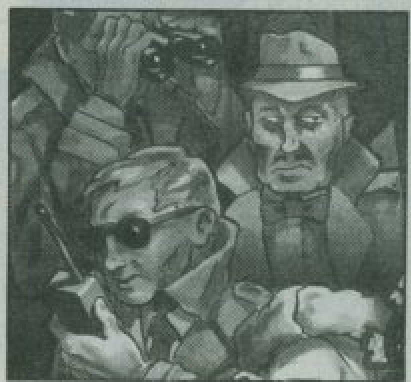
It's a real first for *C&VG* — and we're convinced you're going to love playing it. Treachery begins on page 76 — and you'll find the map on our centre pages.

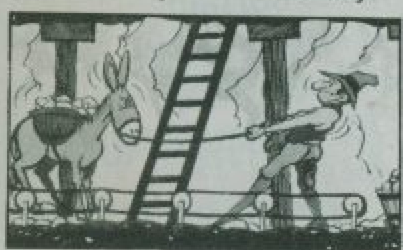
We've also managed to find space for a rundown of the best joysticks around — for micros and home video systems. Our Joystick Jury pronounce their verdict on page 50.

We take a look at the way laser discs could cause a revolution in home computer games playing in much the same way as they've stirred up the arcades.

News & Reviews

Listings







Features

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Cover Illustration: **Ross Collins** Next issue: **March 16**



Please drop us a line at: Computer and Video Games, EMAP, Durrant House, 8 Herbal Hill, London EC1R 5JB.

PRINT AT CONVERSION

Dear Sir,
I have a tip for all Commodore and Sharp MZ80 series owners to help convert the PRINT AT and VTAB/HTAB commands found in machines like the Spectrum and Apple II.

At the beginning of a program or during initialisation, type in this line: LET CD$ = "(home) (25 cursor down)". For machines with a different number of lines, adjust the number of cursor downs needed.

Then at every occurrence of a PRINT AT Y,X or VTABY:HTAB X, type in PRINT LEFT$(CD$,Y);TAB(X) instead. This modification can also be used to scroll the screen up one line. Just enter PRINT CD$;

However, for Vic-20 owners, they may run into problems if they try to convert listings with print statements from machines with a longer line length because the Vic-20's screen is so narrow. Extensive modification to listings may be needed.

Soh Kam Yung,
Perak,
West Malaysia.

NO PROBLEMS WITH SHARP

Dear Sir,
Reading your letter columns, I am surprised by the number of people who seem to have frequent problems with their micros.

I have just clocked up my 2,800th hour of use on my Sharp MZ80B. In that time (nearly 18 months), I have never had the slightest hardware fault on the micro, or its drives, or its printer. I don't suggest that this machine is unusually reliable. What I do suggest is that, given reasonably careful treatment (not pouring coffee over your disks, for example!), any modern micro is a very reliable machine.

Or are people complaining unnecessarily? I note in the same issue that a correspondent's Dragon is not "saving" correctly to cassette, and the joystick's ports are reversed.

For the first, has he tried cleaning the cassette heads? — it is not always realised that the heads should be cleaned at least as often as those on audio machines. For the second, I suggest five minutes judicious work with the home soldering iron at least once a fortnight would probably solve the problem. Neither seems to call for workshop attention.

As for attempting word-processing on either the Spectrum (with its eccentric key-pad) or the Vic-20 (with its tiny memory) — I'd stick to the Dragon, or switch to the Dragon 64.

On two points of detail! You say (in *Program Extra,* Jan '84 issue) that Basic originated in a British university. Can you confirm, please, as every reference book I have gives its origin as Dartmouth College (USA).

Secondly, I would query that Basic is the most widely understood language. As a professional programmer, working in both industry and commerce, I always use COBOL and FORTRAN (and other languages are still in use —PLI, ALGOL etc.). I have never heard of a mainframe program in Basic, and in any event, Basic is terribly slow. Is it really the most understood language? Most schools are turning to PASCAL.

R. H. Hill,
Woodford Green,
Essex.

Editor's reply: Thanks for your interesting letter Mr Hill. As to your query about the origin of Basic, the reference books we have mention a British university.

MUSIC WHILE YOU PLAY!

Dear Sir,
How about having a hints and tips section in the magazine? I for one can disclose that I do much better at Arcadia if I have *Sweet Dreams* by the Eurythmics playing, and if anyone can advise on a fool-proof method of getting through level seven . . . please tell me!

One other tip. How to get through all the levels in the excellent Matrix from Llamasoft. Yes all! Perhaps it's just a chance occurrence with my copy, but if you press RUN/STOP, CTRL, SHIFT and the Commodore key all at the same time, you get the "ZONE CLEARED" message, an extra life, mystery bonus three, (3000 points) and you move on to the next level! Level 20 is unimaginable. If anyone can do it — they cheated!

Andrew Dilley,
Godalming,
Surrey.

Editor's reply: Hints and tips — what about Bug Hunter and Program Extra? Thanks for the musical note — has anyone else got a favourite tune to play games by?

IN DEFENCE OF THE ORIC

Dear Sir,
I find the amount of misinformation given in computer magazines on the Oric-1 most annoying, and seemingly arising from ignorance of this relatively new machine. I received mine in February of last year and am well satisfied with its capabilities. Let me point out some of the errors in your review:

Games ports: the Oric-1 has an expansion port which Oric say can be used for "cartridge software", but as yet none is available.

Keyboard: your use of the word "membrane" is misleading. The Oric keyboard consists of 57 rigid-plastic, moving keys which, in my experience, provide more positive feedback, control and speed than the rubbery Spectrum.

Text display: the Oric text screen consists of 28 rows of 40 columns, being teletext compatible. The first two columns are used for background and foreground colours, but can be accessed by POKEing or using CONTROL "J".

Sound: this is probably the Oric-1's best feature. There are three channels. Seven octaves of ordered, musical notes are available and also some 4000 other frequencies. You can also get white noise. Seven envelope modes are available, the duration of each being controllable.

User defined graphics: these are available on an 8 × 6 matrix, the two left — most bits in each row being used to tell whether a character is an attribute or not.

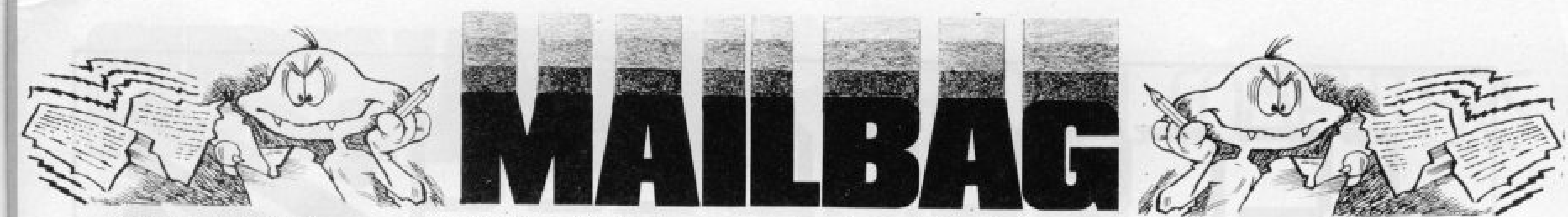
Italic Greek characters: can you please tell me how to access these, as I've never seen them.

Editing: insertion of text to a line is possible! All you do is to copy the part of the line you need then, when you want to insert something, cursor out of the program line, type what you want to put in and then return to where you left off in the line. When you next list the line, you will find that your text has been magically inserted. It becomes a very convenient system of editing after practice.

Furthermore, the only bug I have found is the TAB function, but this can be bypassed.

I hope this letter has gone someway to clearing up the dense mist of mystique which surrounds one of the most competent, value-for-money machines on the market.

Duncan Barford,
Irthlingborough, Northants.



THE ORIC GOES DUTCH

Dear Sir,
In the December issue of *C&VG* you featured a review of the Oric-1 computer, but unfortunately some errors seem to have crept in. The user defined graphics are 6 × 8 instead of 8 × 8 and the text display is 38 by 27.

The Oric does have a facility to insert and delete text. To insert text, Control "A" to the position where the insertion is to be made, then use the cursor-up key to go up one line. Type the text that is to be inserted and then use the cursor-left key to go back to the place where you left the original line. Then use cursor-down to put you on that line and control "A" to the end of the line. Finally EDIT that line to see if the insertion is correct. To delete part of a line or close a gap, use the cursor-right key to go over that part of the line and again EDIT the line to see if it is correct.

To get a text screen of 38 by 28 use the following subroutine: DOKE 621,47960: POKE 623,28:CLS. To speed up the autorepeat of the keys use POKE 775,10, to slow it POKE 775,255. The normal value is 39. To adapt the predefined PING, SHOOT, EXPLODE commands, put the following command behind it. :PLAY 7,7,A,B (A = 1 to 7/B = 0 to 65535 or 32767 depending on your Oric).

The Oric also has a very hidden and very devious bug namely in the IF . . THEN . . ELSE statement. It has the tendency to add an Y to the variable-name before the ELSE. Here is a small program to cure this.

```
10 BEGIN=£400: POS=
   BEGIN
15 REPEAT
20 READ DTA
25 CHECK = CHECK + DTA
   : POKE BEGIN, DTA :
   BEGIN = BEGIN + 1
30 UNTIL DTA = 255
40 IF CHECK <> 2838 THEN
   PRINT" Sorry, typing
   error!" : END
50 DOKE £F0, BEGIN : END
100 DATA £C9, £C8, £D0, £05,
    £20, £61, £CA, £D0, £07,
    £C9, £27, £F0, £F7, £4C,
    £E8, £00, £FF
```

*For £ read hash character.

Hopefully some of the more stubborn people who have kept their Oric have some benefit from these suggestions. I've given up on Oric Products' vague promises of bug-free ROMs and soon-to-come-out! peripherals and, because of the lack of good and original software, I've traded in my Oric for a Spectrum.
Paul Kolenbrander,
Eindhoven,
Holland.



BUG-BYTE BITE BACK

Dear Sir,
I was most upset to read an article entitled 'Just what is going on here', concerning Manic Miner, in the January issue of *Computer and Video Games.* The information given was nearly all false, and I am surprised that you have not checked with us. I would like to make the following points:—

1) Matthew Smith was never a Bug-Byte employee — he worked on a freelance basis.
2) There was no clause in his contract giving him 'the right to force Bug-Byte to withdraw Manic Miner'. The very idea is ridiculous.
3) There were no rumours of falsified sales figures that we know of.
4) There was never any dispute between Matthew Smith and Bug-Byte over missing royalties. He has been paid over £20,000 in royalties to date.
5) We have not lost all rights to the sequel — we are shortly to release an upgraded version for the Commodore 64. Also, we have registered the name 'Manic Miner' as a trade mark.

The essential reason why we lost the original Manic Miner is that Matthew Smith is 17 years old — i.e. a minor (no pun intended), which means that the validity of his contract with us would be a matter of dispute in a court of law. We have better things to do than fight long and expensive legal battles, especially over a program which was past its peak.

We now have a new form of contract for programmers under 18, which is to be signed by parents or guardians.

As you can now see, your article was unnecessarily damaging to Bug-Byte and I would be grateful if you could publish the truth on this matter to put things right.
A. D. Baden,
Director,
Bug Byte,
Liverpool.

REPAIRING THE RAM!

Dear Sir,
Please could you tell me if there is anywhere I can send my faulty RAM-pack to be repaired? It's a ZX81 16K RAM-pack and I received no guarantee with it.

I get *C&VG* regularly, but have never seen an advertisement for repairs.
Simon Pritchard,
Sharnbrook,
Bedfordshire.

Editor's reply: Sinclair Research Ltd, 23 Motcomb Street, London SW1 are the people to contact about repairing your RAM-pack. However, due to the low price of 16K RAM-packs, it may be cheaper to buy a new one. If you do — make sure you get a guarantee!

MORE GAMES FOR VIC?

Dear Sir,
You stated in your 'Games Players' guide to the Micro, in your December issue that the Spectrum is backed up by the largest amount of games software available for any current machine. This is not true.

If any Spectrum owners have compiled a list, then I would expect there to be about 500 titles. In comparison, there are over 1,000 titles for the Atari or Apple, a figure approaching that for the Commodore 64 and, according to the file I have compiled on my micro, 1,815 titles for the Vic-20 — about 95 per cent are games.

Interestingly, it would cost £19,980 to acquire all the Vic software. This may seem a lot, but bear in mind that the odd few business and utility programs are expensive, and many titles are on cartridge. There are approx 190 Vic cartridges.

I am not patting myself on the back for buying a Vic, although much of its software is excellent. I wish I had a Spectrum so that I could play Scrabble, Ant Attack or Atic Atac and get onto Micronet 800 and Prestel!

Let me leave you with a final point. Why isn't there at least one shop in London with a decent range of software on display for any of the above mentioned machines, selected by someone who owns a micro?

I reckon the first store to risk more than a grand on stock will suffer from the old beaten path syndrome.
John Keogh,
North Finchley,
London.

JOIN THE CLUB!

Dear Sir,
I am writing to inform you of an Adventure Club I am starting. This Club will consist of a file kept on every member which will have: Name, Address, Tel, Computer type and a list of the Adventures that they have or have not solved. Also there will be a newsletter published each month which will have reviews and articles that have been sent in by the members. There will also be an area in this letter for people to sell and buy finished programs and such.

There will, of course, be a membership fee of £1.75 which I hope will cover costs. I am open to suggestions and questions and you can get in touch with me on 542294 (9am-5pm) 741013 (before 9 or after 5)
Christopher Tihanyi
23-25 Houlton St.
Bristol,
BS2 9DH.

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BE THE WAR LORD

RUN CITIES, COUNTRIES, CONTINENTS– *BUT, BE WARNED!*

Someone is about to press the button for Apocalypse

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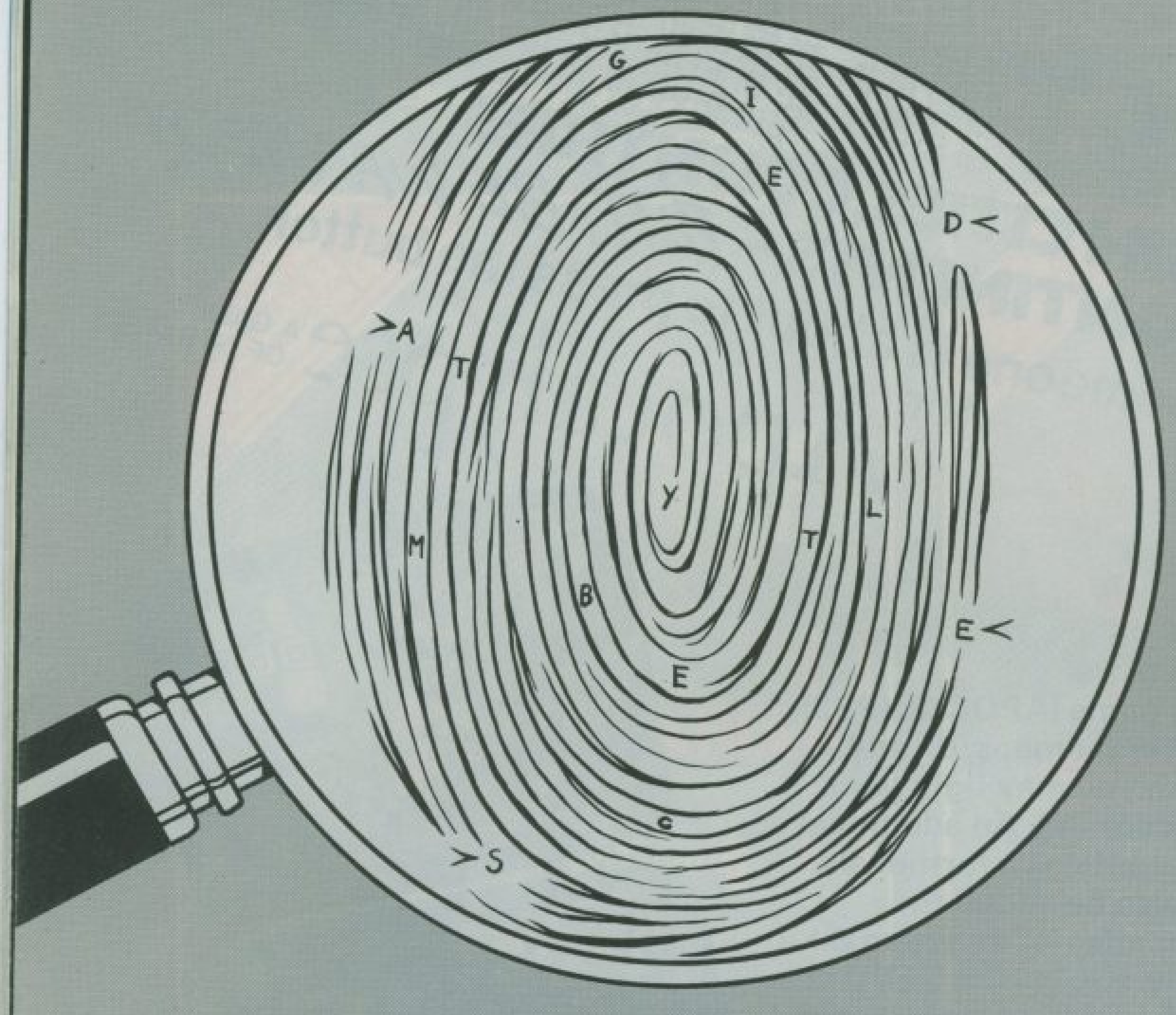
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GAMES WORKSHOP

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CVG 3/84



WHOSE FINGERPRINT . . .?

Dark and murky things went on behind the scenes while Mike Singleton was writing Treachery for us. There were rumours of industrial espionage and other computer magazines sneaking about the *C&VG* offices attempting to discover our secrets.

One day when we arrived at the office we found this fingerprint on the door of Bug Hunter's cupboard. We have to keep him locked away at night you see — otherwise he escapes to watch Crossroads and we don't see him again for weeks.

Anyway, can you find your way through the fingerprint maze and discover just who it was lurking in the *C&VG* office. By following the correct path to the centre of the print, you'll discover the name of the culprit. And just to make it more interesting, the first ten names out of the *C&VG* memory bin on March 16th will win some games or a games tape for their computer.

Fill in the coupon below and mail it to Fingerprint Contest, *Computer and Video Games,* Durrant House, 8 Herbal Hill, London EC1R 5EJ, to reach us before March 16th.

The culprit was: ....

Name ....

Address ....

....

Type of computer you own ....

DEVIOUS DECATHLON

Oh no! Now what — not more competition entries! It's all Eugene's fault for persuading us to have all these great contests in the magazine. Bring back the JCB and start sorting the mail again chaps!

The third great contest in our fun-packed December issue was the Devious Decathlon, created by ace puzzler Trevor Truran. He set you a stiff test of ten puzzles to challenge mentathletes everywhere.

Ten Atari VCS home video games centres, plus three Activision games cartridges — including the brand new Activision Decathlon game — were up for grabs. And it seemed like all our readers wanted to go for gold, judging by the entries.

Anyway, here are the winners who will be receiving their prizes, from our friends at Activision. Well done everyone!

The winners, who all got 24271 points out of a possible 24285 are:

Ivor Harris, Loughborough, Leics. Nigel Robson, Bishop Sutton, Avon. Simon Hunt, Crafield, Bedford. Peter Hardisty, Wimbledon, London. Patrick Quill, Liverpool. J. Thompson, Manchester. I. B. Macneill, Fort William, Scotland. Sue Osborne, Romney Marsh, Kent. Nigel Howson, Broughton Brigg, South Humberside. Alan Batchelder, Warwick.

Congratulations to mentathletes everywhere. But no-one got the triangle question right! The answer, says Trevor, is 65.

HOLMES — THIS IS YOUR LIFE!

Holmes continued to puff away on his pipe — but as he read further down the letter his eyes widened in amazement and he gave a gasp! . . . The figure pushed the window open, brandishing a heavy square object that he pulled from his coat. Holmes turned to face him — gasped — checked the letter — "Oh no! What I read was true!" he cried. The figure gave an evil-sounding laugh and said, "Yes! It was true! Tonight, super-detective Sherlock Holmes, This Is Your Life!"

This winning entry from Gareth Randall of Essex was just one of several using Eamonn Andrews as the theme in the Sherlock Holmes competition. Other entries which made the judge's eyes widen in amazement were from Mr R M Stewart, Edinburgh, Carmen Molner from London, Joshua Dubin and Asdis Bergtharsd'ottir from Iceland.

And finally the last offering to be chosen was from Robin Morley of Nottingham — Holmes exclaimed, "Well I never — a microdrive order form! That wraps up the mystery of the missing microdrives!" Holmes threw himself to the floor as Ian Logan dived into the room, snatched the form with a cackle, and leapt out!

Well done to the six super-sleuths — a *C&VG* t-shirt is on its way to you.

NUMBER PUZZLE

The Number Chart puzzle had you all working very hard with the aid of your micros — the correct answer to this brain teaser is 3816547290 and the first seven correct answers out of the *C&VG* memory bin were: S. Gutteridge from Leicester who solved the problem in just over 80 seconds, R. Porter from Wirral who claims two mins 41 secs, Pedro Miguel Loureiro from Portugal who took just under five mins, G. J. Snuggett from Sussex, Rev. M. Broadhurst, Cheshire, Kathy Morris, BFPO 34 and Paul Hammond from Peterborough. *C&VG* t-shirts are on their way to you all.

ESPECIALLY FOR HOLMES LOVERS

So now you know what was in the letter that upset our friend Sherlock so much... but can you answer a few more questions about the super-sleuth? If you can solve The Case of the Ten Questions, a brand new Sherlock Holmes Adventure game from Melbourne House could be yours! We've got 20 of these Adventures for the 48k Spectrum to give away to any of you who can solve the case and get your answers into us by March 16th. The Sherlock Adventure comes from the same team who brought you The Hobbit — so it's going to be good!

Our Adventure expert Keith Campbell has come up with the questions that will test your knowledge of Sherlock Holmes and his Adventures.

Once you've got the answers, send them in to us *Computer and Video Games*, Sherlock Adventure, Durrant House, 8 Herbal Hill, London EC1R 5EJ. And remember the first 20 correct answers will get a prize. Closing date is March 16th. Normal *C&VG* competition rules apply and the editor's decision is final.

THE QUESTIONS

1. Who was Holmes' arch-enemy?
2. Where did Holmes keep his cigars?
3. In which London street did Holmes live?
4. In what magazine did the original Sherlock Holmes stories appear?
5. What subject did the creator of Holmes, Sir Arthur Conan Doyle, study at university?
6. What was the title of the very first Sherlock Holmes story?
7. What was Dr Watson's full name?
8. Where did Conan Doyle die?
9. What type of hat did Holmes like to wear?
10. For what was Conan Doyle knighted in 1902?

THE GOLDEN JOYSTICK AWARDS

You can all stop holding your breath now! The moment you've all been waiting for has arrived. Yes, we're ready to announce the winners of our *Computer and Video Games* 1983 Golden Joystick Awards.

These are the awards that we hope will become a symbol of excellence in the software industry — a measure of a good software company and good products.

We know that many software houses work hard producing top quality software and provide good after sales service to their customers.

This is what *Computer and Video Games* hopes to reward by asking you, our readers, to vote for your top game and favourite software house — among other categories!

Since we first announced our Golden Joystick Awards, several other award schemes have sprung up — but accept no substitutes, *C&VG's* joysticks truly reflect popular support for a game or software house because YOU have chosen the winners.

Throughout the year the *C&VG* office has been flooded with nominations for our various Golden Joystick Awards. A large variety of personal tastes and personal preferences came to light as we analysed the results — proving that one person's favourite game was another person's bowl of cold porridge!

Literally hundreds of games for all the popular micros were nominated. But despite the number of home computers on the market — and the amount of software around — all our award winners were clearly head and shoulders above their competitors.

So, at last, here they are, the 1983 *Computer and Video Games* Golden Joystick Award winners. A fanfare please maestro!

GAME OF THE YEAR 1983

1. Jet-Pac (Ultimate Play the Game)
2. The Hobbit (Melbourne House)
3. Manic Miner (Bug-Byte)
4. Arcadia (Imagine)

SOFTWARE HOUSE OF THE YEAR 1983

1. Ultimate Play the Game.
2. Melbourne House.
3. Imagine
4. Llamasoft.

BEST ARCADE STYLE GAME

1. Manic Miner (Bug-Byte)
2. Penetrator (Melbourne House)
3. Arcadia (Imagine)
4. Zalaga (Ardvark)

BEST STRATEGY GAME

1. The Hobbit (Melbourne House)
2. Football Manager (Addictive Games)
3. Planet Invasion (Microdeal)
4. Chess (Psion)

BEST ORIGINAL GAME

1. Ah Diddums (Imagine)
2. Psst! (Ultimate Play the Game)
3. Ant Attack (Quicksilva)
4. Splat (Incentive Software)

All the Golden Joystick Awards were presented at a special dinner held in London. Representatives from all the top software houses were there to see Radio One DJ, Dave Lee Travis, present the Golden Sticks. We'll have a full report on the celebrations in our next issue.

Don't forget — if you missed your chance to vote in 1983, why not get in first for our 1984 Golden Joystick Awards? Make sure you have a say in the awards by filling in the coupon below. In the meantime, congratulations to all our winners.

GOLDEN JOYSTICK AWARDS 1984

(Use this coupon to nominate your favourite games and/or software house. We're afraid no nominations can be accepted unless they come on this form.)

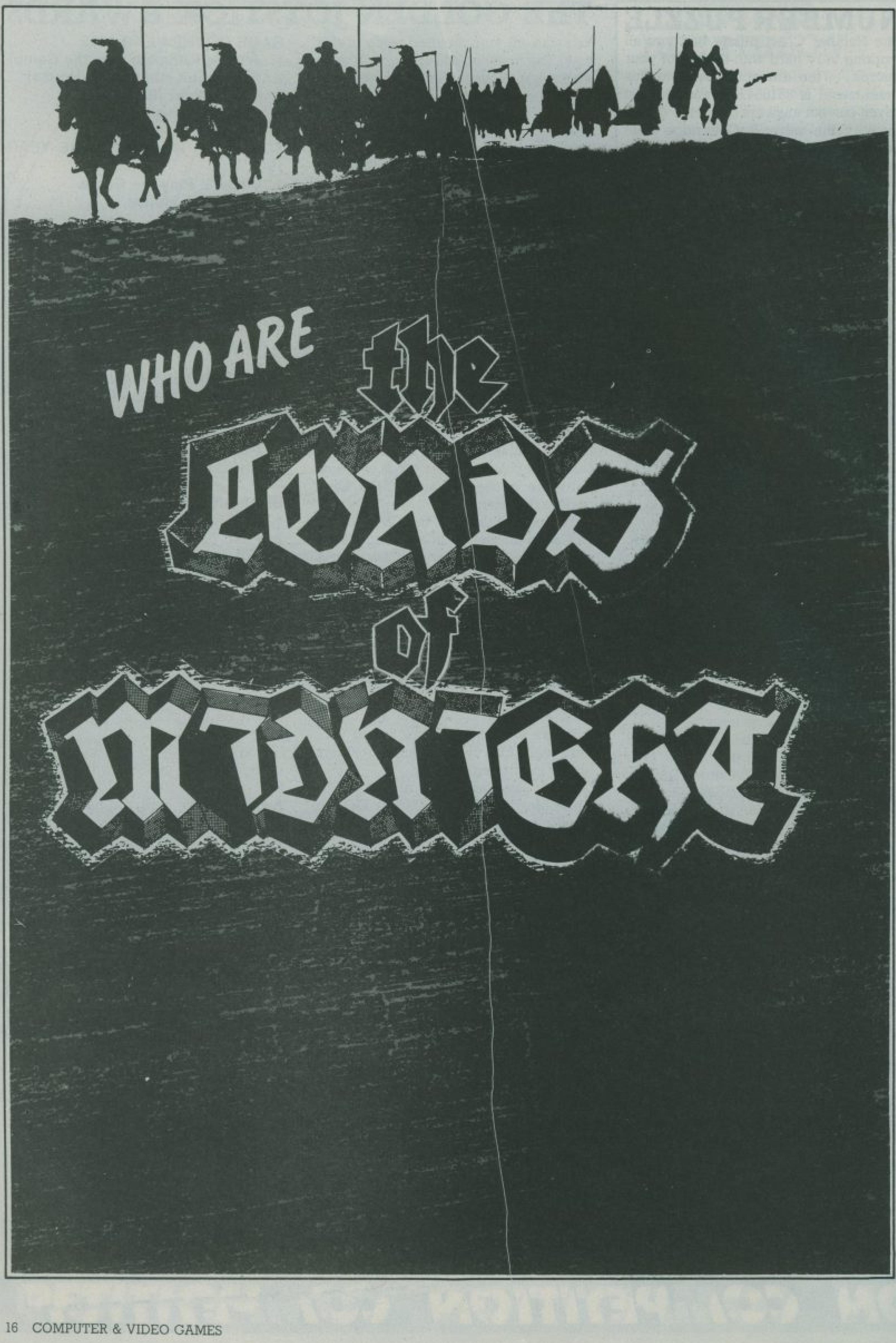
Game of the Year 1984:
First choice ....
Second choice ....

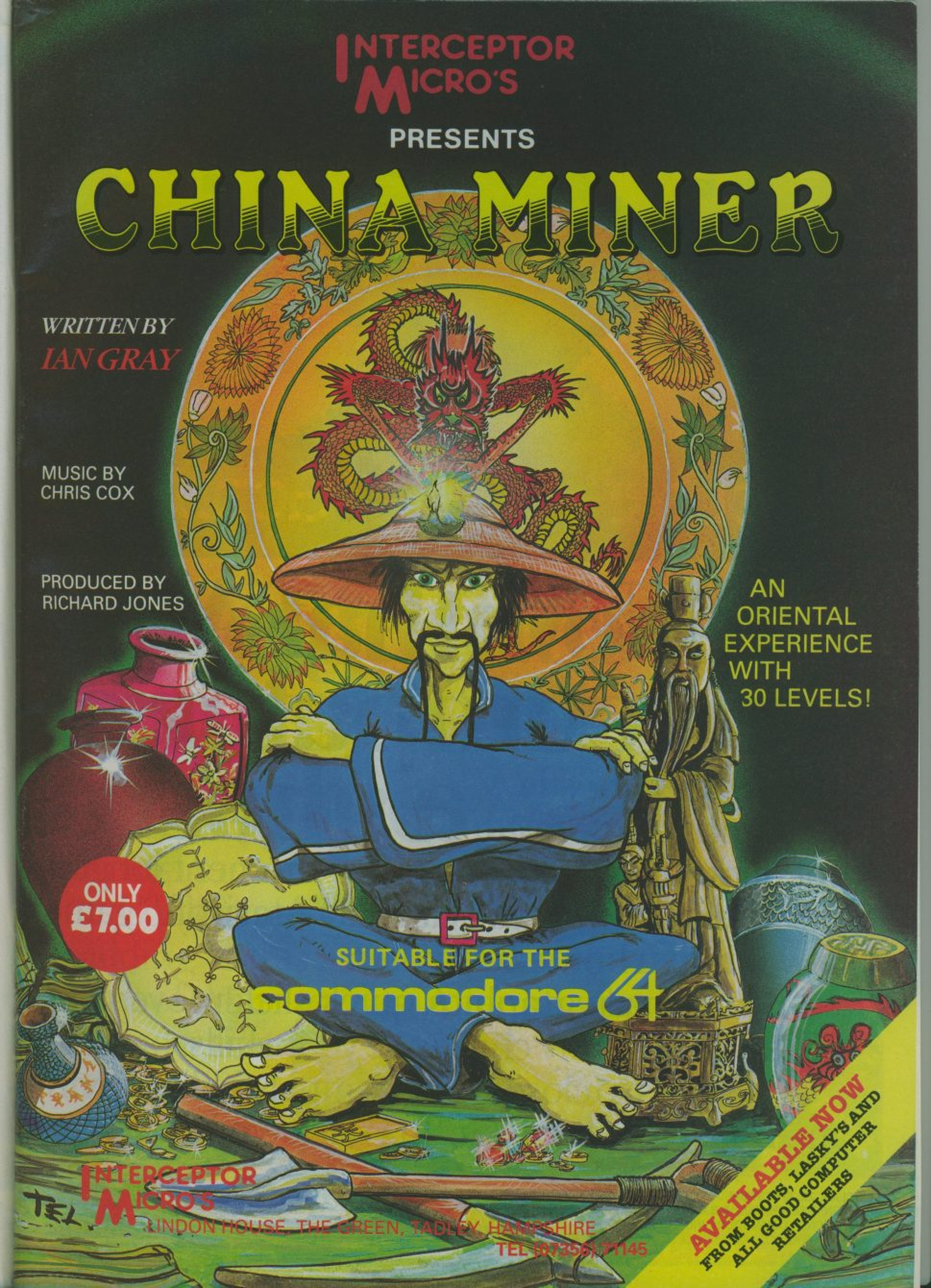
Software House of the Year:
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Second choice ....

Best Original Game:
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Second choice ....

Best Adventure Game:
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Second choice ....

Best Arcade Style Game:
First choice ....
Second choice ....


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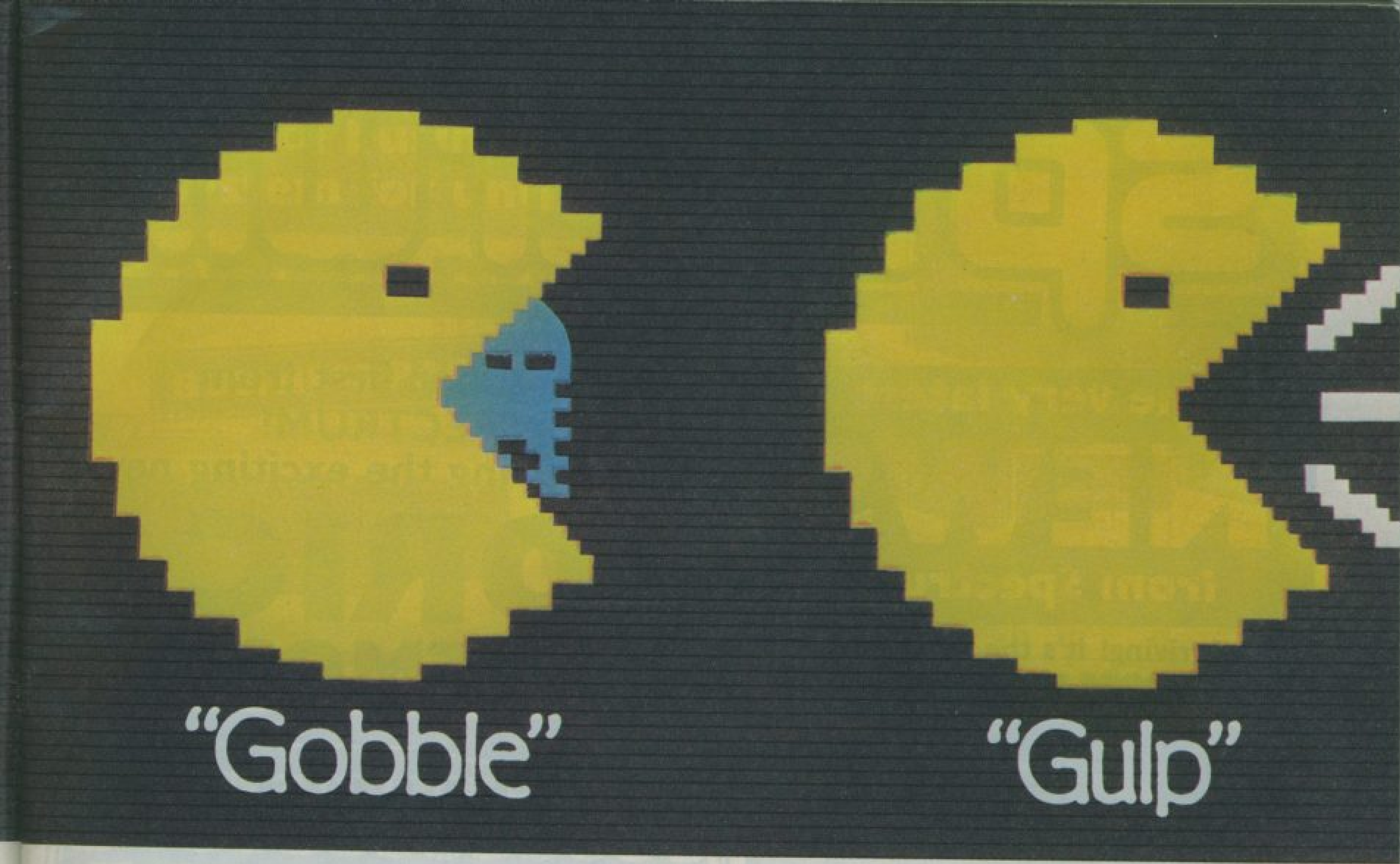
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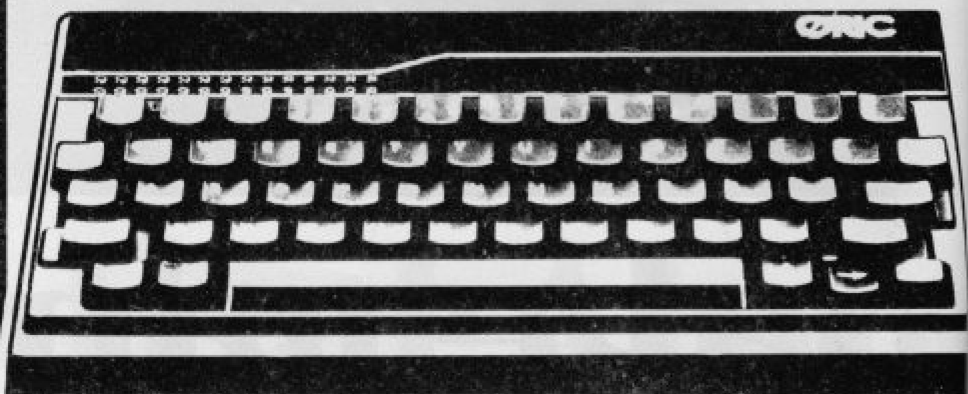
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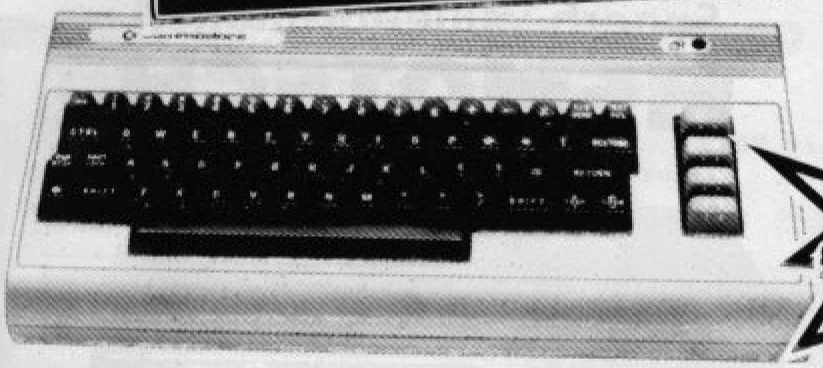
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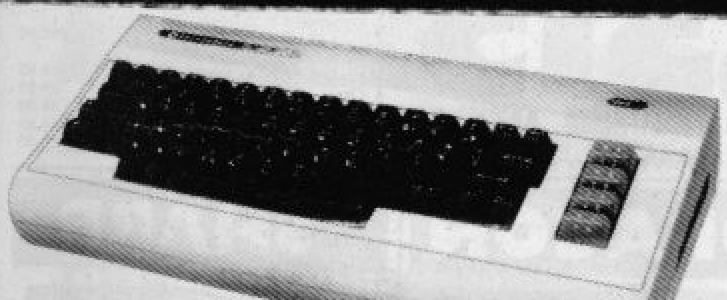
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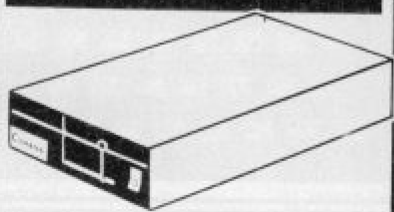
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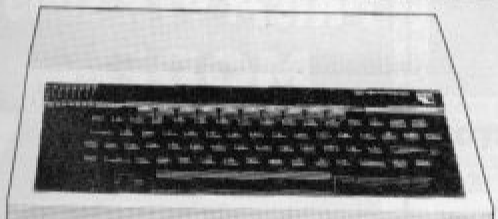
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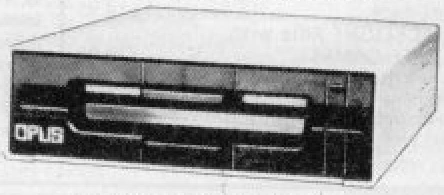
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The Electroni
and Carto

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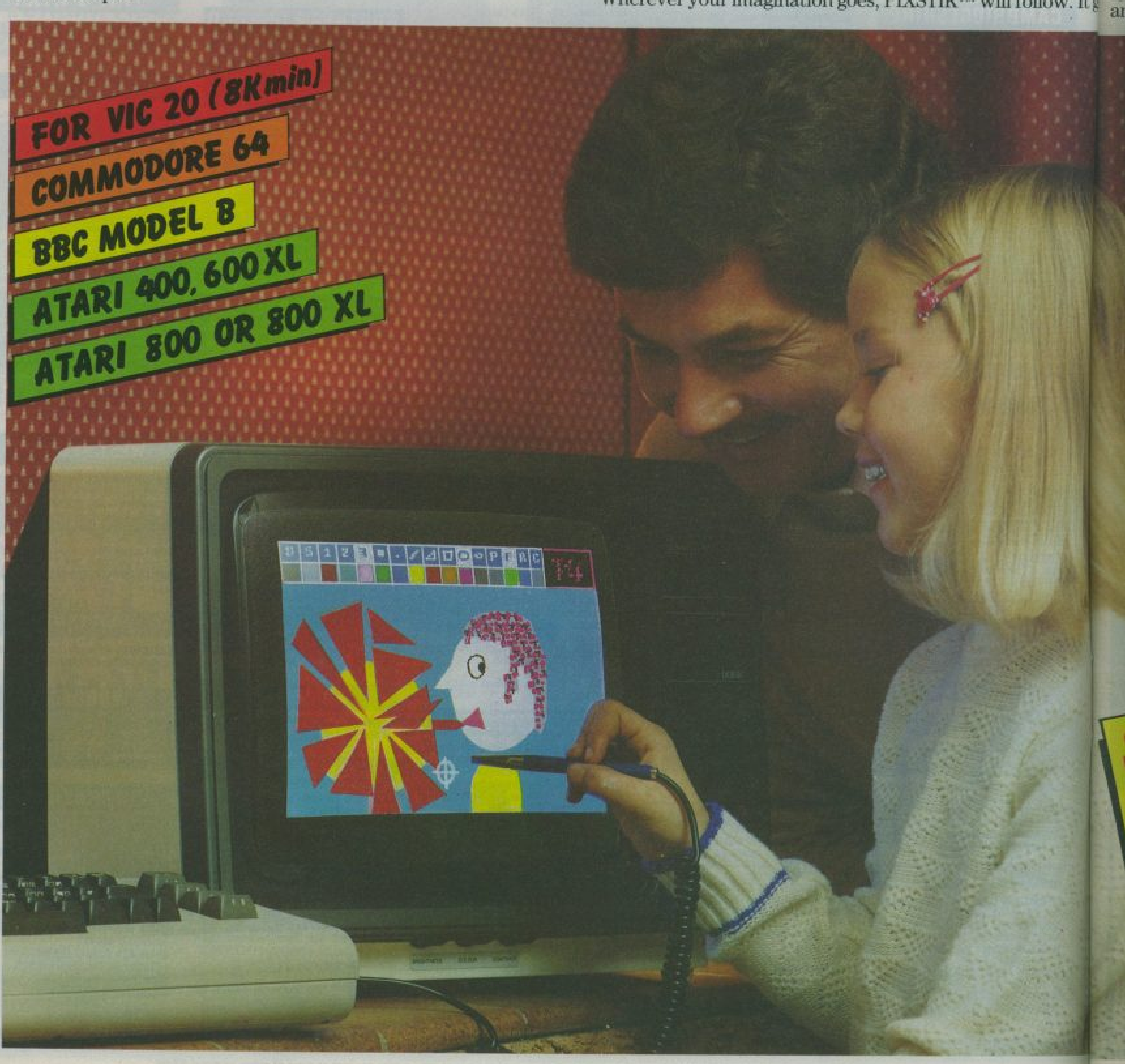
PIXSTIK™ couldn't be easier to operate. Whether you're eig or eighty, you'll find it fascinating, especially when you discov the range of pictures you can produce.

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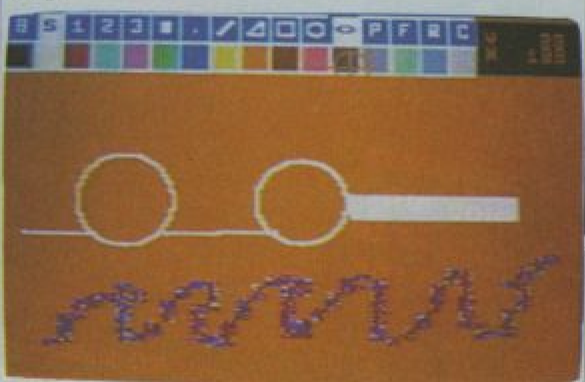
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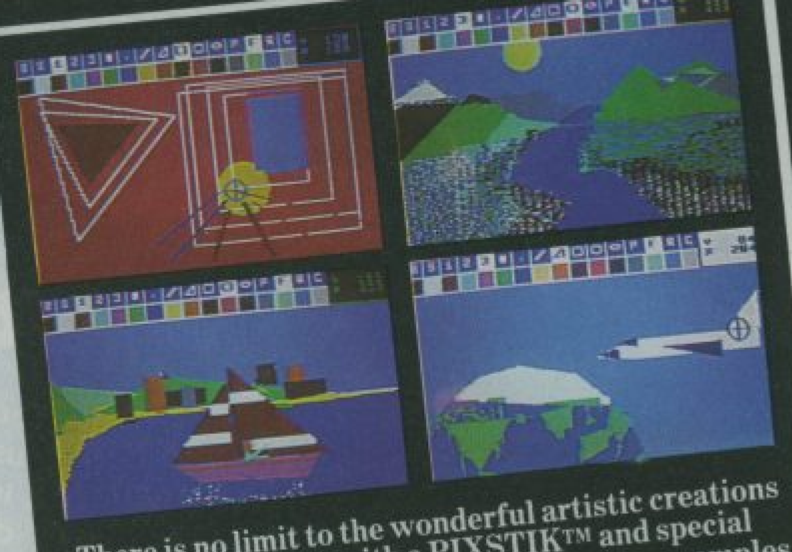


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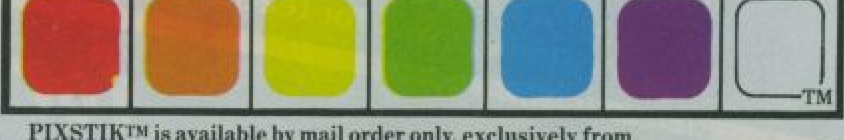
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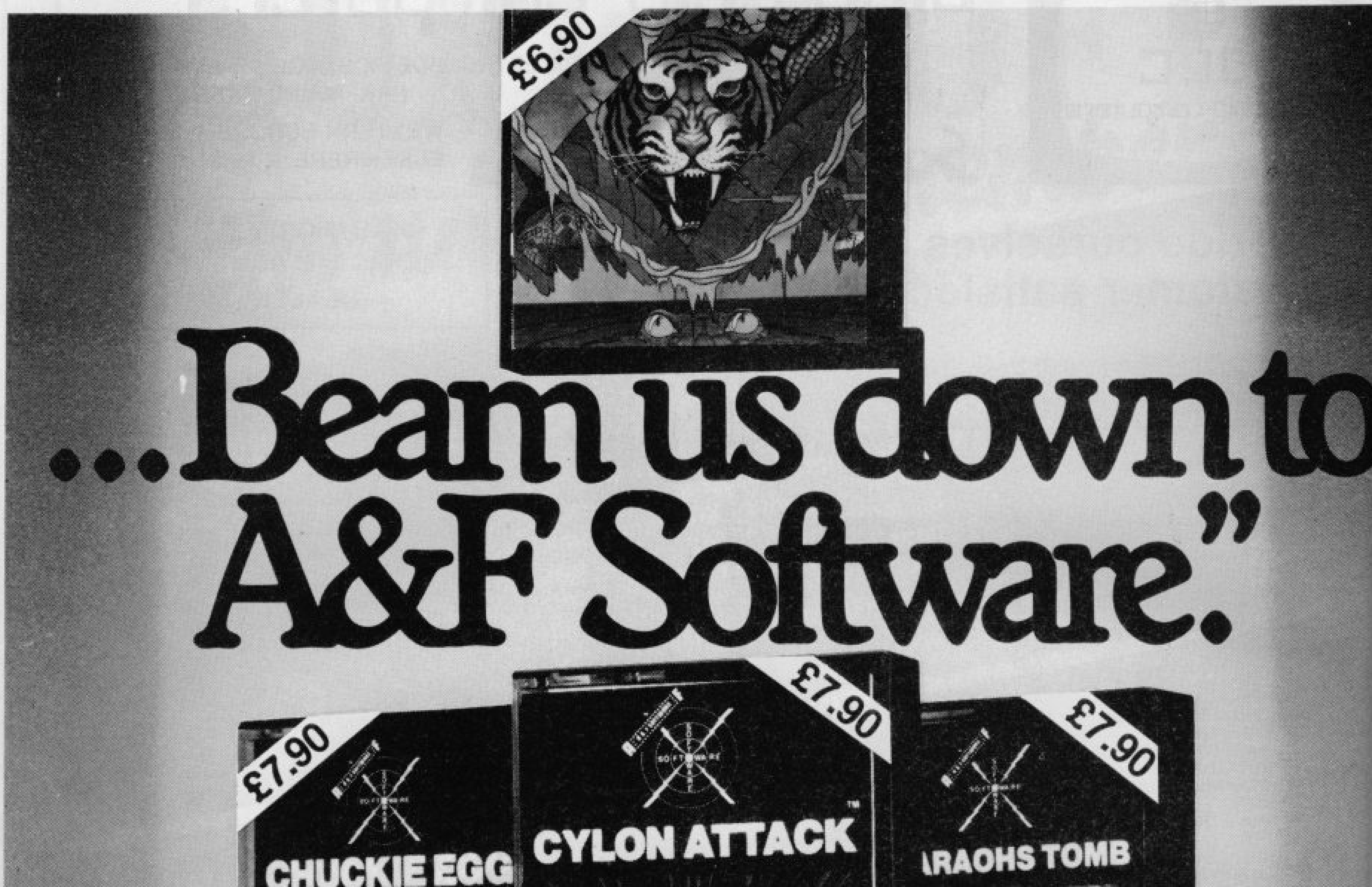
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THE HORRORS OF THE HOLOCAUST

GROUND ZERO

It's only a game, isn't it?

Nuclear war has figured largely in recent computer games. The subject has been trivialised more often than treated seriously — the aftermath of a nuclear strike on Britain usually being portrayed as some adventurer's paradise with scenes of death and destruction being introduced all too glibly and often accompanied by sick and unnecessary jokes.

So it makes a change to come across a game that tries to tackle this controversial subject in a realistic but sensible way.

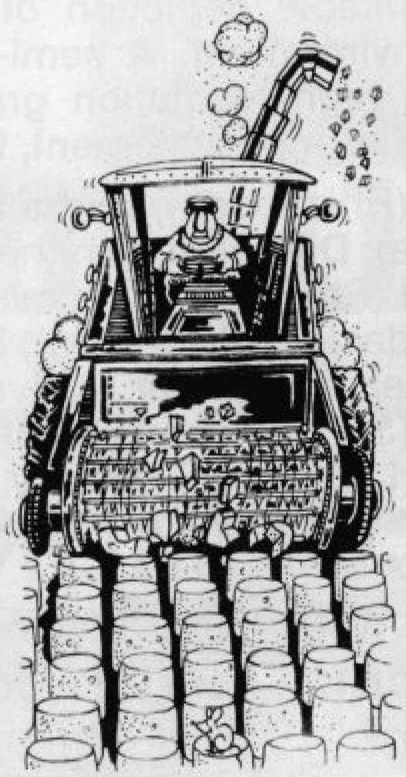
Ground Zero is a new game that tries to get away from the "glamorous" view of the holocaust. The programmer has spent months researching and writing the game in order to bring home the awful reality of a nuclear attack and its ensuing consequences.

Colin Smith, the author of Ground Zero, is so determined that the game should be available to the public that, if he cannot find a software company to back his game, he is prepared to auction off his house to raise the capital to launch it. Now, there's commitment for you!

The game is set in London suburbia and the player takes on the role of an ordinary citizen trying to survive in the devastated capital. Food and water and a fall-out shelter must be found before you perish from radio-active contamination, so it's a race against time.

Smith hopes the game will convince young people of the utter futility of the present arms build-up and expose the inadequacies of the Government's "Protect and Survive" civil defence programme.

We hope he succeeds, as this is definitely a game with a worthwhile message.



HAPPY HARVESTING . . . HIC!

HARD CHEESE

Do you fancy a trip into the countryside and a drop of best bitter? Hard Cheese is a story of country life and bringing in the harvest. The crop in your field is more than unusual. Driving your ferkinator across the fields, you must harvest the crop of stilton cheese and barrels of Watney's best bitter.

As the ferkinator exposes the bare ground, crophoppers appear and begin to attack the harvester. The farmer has two lines of defence. The first is to spray green doses of lethal aggrocide, but if the crophoppers become more troublesome, then you will have to resort to throwing your supply of prize Cox's apples to discourage them. You can steer Farmer Giles round one of three different levels and you might even get your name on the Glory Board hi-score table.

The game uses full colour, hi-res graphics and the manufacturers recommend the game for "hoppercidal maniacs everywhere".

Available from D K Tronics costing £4.95, for the 16 or 48k Spectrum.

And remember don't go overboard on the beer, will you now!

INSIDE THE SILICON CHIP SHOP

SILICON

All the action in a new computer game takes place in a silicon chip and not on a TV screen.

Silicon is set in the heart of a video game machine, in its central processing unit. The chip is under constant attack from Clitches — deadly power surges! Your only hope of losing them is to run along the maze of logic gates inside the master chip to confuse them.

Whilst avoiding the lethal clitches you must rescue the characters from the arcade game and help them escape to freedom through the I/O Port. The game is produced by Romik Software for the Atari computers and costs £9.99.

Romik has also recently released a range of software for the new Acorn Electron. The range includes Birds of Prey, Atom Smasher and Alien Break-in. All these games have been converted from Romik's existing stock of BBC games and cost £6.75.

DODGE THOSE DASTARDLY DUMMIES!

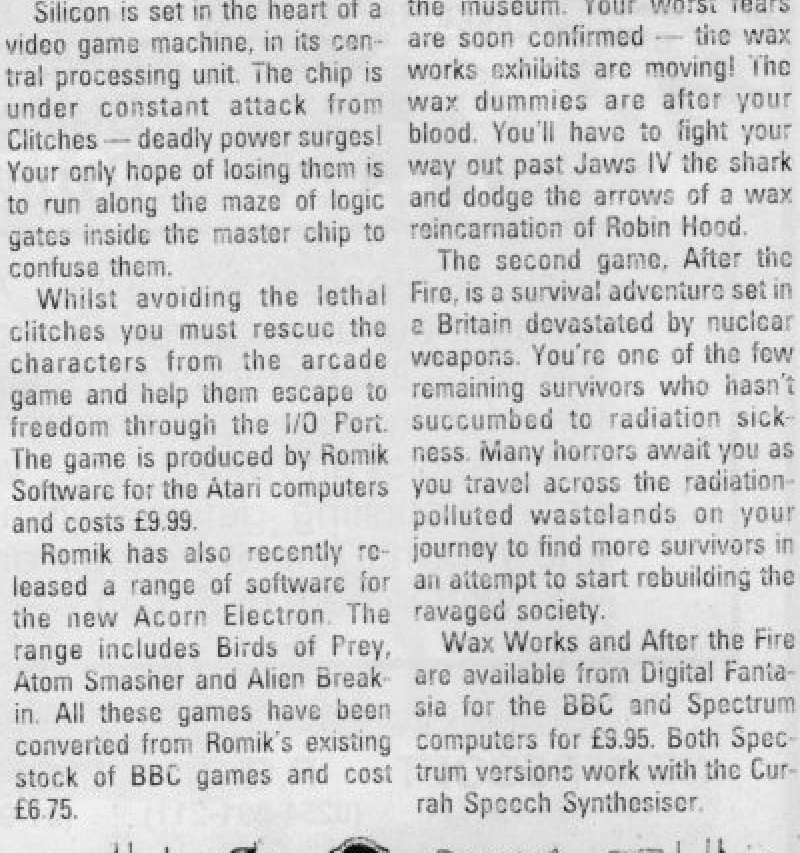
WAX WORKS

Two new adventure titles have been added to the already large range of Mysterious Adventures from Digital Fantasia.

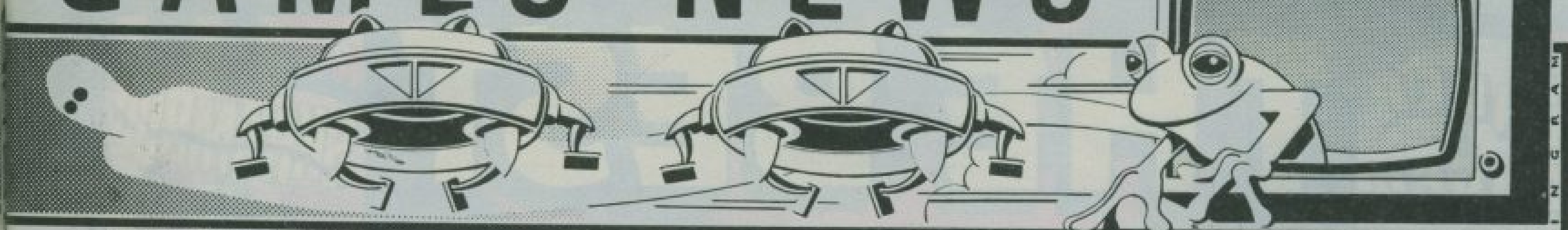
The first, Wax Works, is a gruesome nightmare adventure set in a deserted wax works museum. Trapped in the building, you become more and more anxious as night falls and dark shadows start creeping across the museum. Your worst fears are soon confirmed — the wax works exhibits are moving! The wax dummies are after your blood. You'll have to fight your way out past Jaws IV the shark and dodge the arrows of a wax reincarnation of Robin Hood.

The second game, After the Fire, is a survival adventure set in a Britain devastated by nuclear weapons. You're one of the few remaining survivors who hasn't succumbed to radiation sickness. Many horrors await you as you travel across the radiation-polluted wastelands on your journey to find more survivors in an attempt to start rebuilding the ravaged society.

Wax Works and After the Fire are available from Digital Fantasia for the BBC and Spectrum computers for £9.95. Both Spectrum versions work with the Currah Speech Synthesiser.



G·A·M·E·S N·E·W·S



THE CUTEST MONSTERS EVER!

FLAK

Turn the clock back and take part in an adventure in man's prehistoric past.

Flak transports you backwards through time into an era when uncivilised cavemen inhabited the Earth.

In the game you play the part of Flak, a nomadic caveman travelling across the rugged countryside of the Pliocene age. Club in hand as you trek over arid mountain regions and dusty treeless savannahs, you'll have to contend with wild animals and weird and exotic monsters.

The game is animated just like a TV cartoon of Tom and Jerry and, claim the manufacturers, Flak features the cutest monsters ever seen in a video or computer game. The company are remaining very tight-lipped about the game but are quietly confident that it will become one of the hottest new titles of '84.

Flak is produced by Ardvark Software — of Zalaga fame — costing £6.95 for the BBC computer and possibly for the Acorn Electron too!



URGENT! PROGRAMMERS WANTED

K-TEL

Commodore 64 owners could well find their micro making them a lot of money in the near future.

K-Tel the well known record company has recently stepped into the computer games market with a range of six 'double sider' cassettes, including the very successful 'It's Only Rock 'n' Roll' and 'Dracula's Tomb'.

Anxious to follow up recent successes, the company are looking for new, inventive, fun and original games software for the Commodore 64 and Spectrum computers.

K-Tel are offering high royalties and are only interested in high quality software. There's no need to worry if you're not the world's greatest programmer, but have an exceptionally original idea for a game because K-Tel are just as interested.

Interested programmers can get in touch with Mike Dixon at K-Tel International, 620 Western Avenue, London W3 0TU.

RAISE HELL WITH THOSE DEVILS!

HELL-GATE

Hell-Gate is the sequel to the smash hit game for the Vic 20 called Laser Zone.

The game is set in the furthest reaches of space and you have been hired to guard the only exit to the next universe, known throughout the galaxy as Hell-Gate.

The black hole is protected by the most awesome stockpile of military power ever assembled. You control a total of four laser bases capable of firing 16 photon torpedoes simultaneously. The gateway comes under constant attack from alien devils and, as time progresses, the aliens begin to mutate and will split into two when hit by a laser. Later reinforcements become resistant to laser fire and two or three shots may be needed to see them off.

Supply ships are continuously dumping cargo shipments into your area, so shooting the invaders becomes more and more difficult without hitting the highly explosive cargo.

If you become hopelessly overpowered, you can use one of the limited supply of smart bombs you possess to destroy all the alien beings on the screen.

Hell-Gate will be available from Llamasoft for the unexpanded Vic 20 in mid February costing £6.00.

PI-MAN GOES ON A PUB CRAWL

PI-EYED

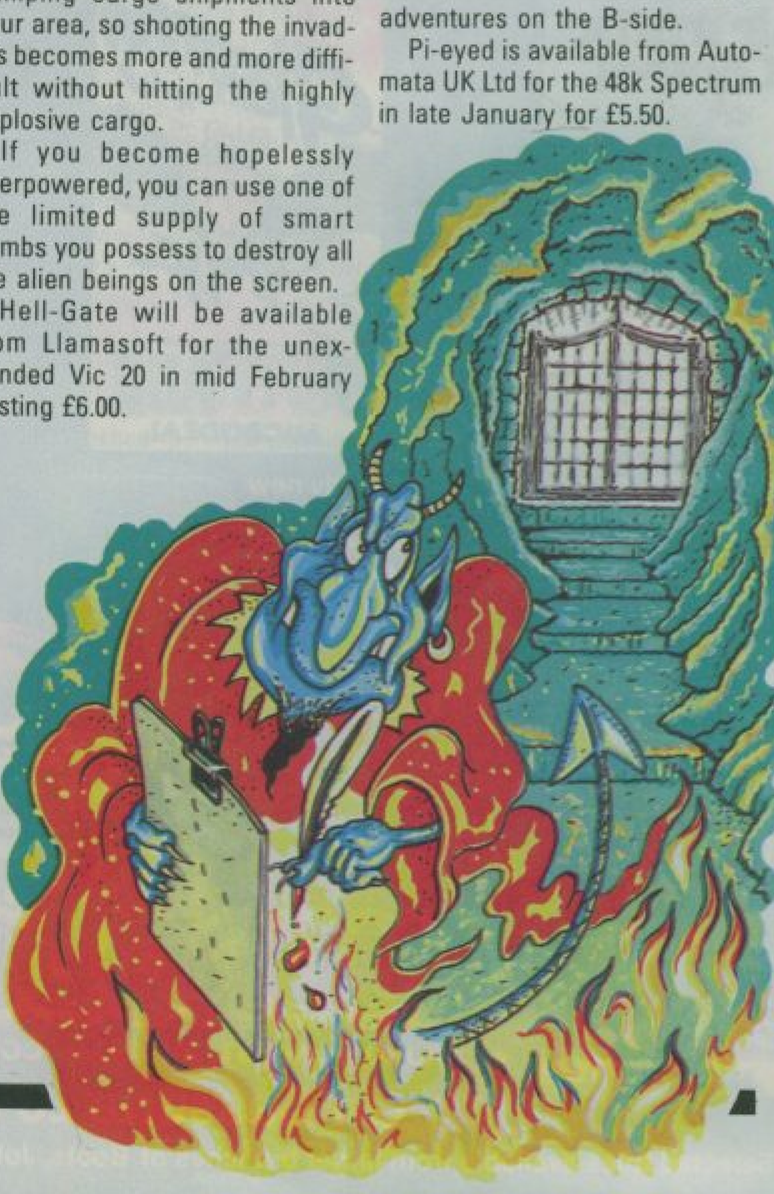
Pimania launched him, Groucho made him an international star but now success has gone to his head. The pressure has proved too much for the Pi-Man and he has hit the bottle!

Pi-eyed, chronicles the Pi-Man's slow decline into alcoholism. Stumbling from pub to pub in PiLand he causes havoc and destruction wherever he goes.

The Pi-Man can never refuse a pint and can't leave any ale house without downing every drink on the bar. On his drunken travels he must evade angry motorists, avoid slipping in spilt beer or stepping on crisp packets!

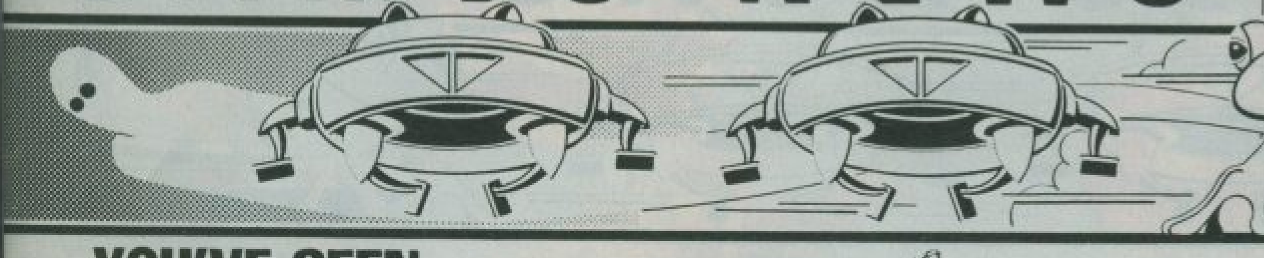
The cassette also includes a free record of the Pi-Man's adventures on the B-side.

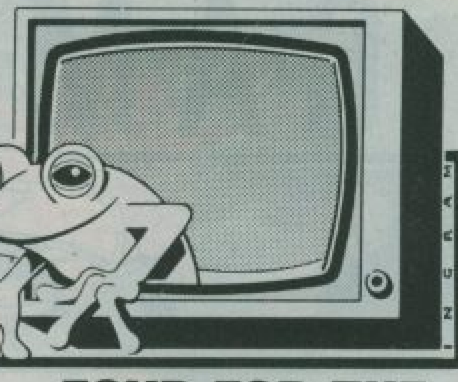
Pi-eyed is available from Automata UK Ltd for the 48k Spectrum in late January for £5.50.




3D + 2 Screens
Ken Kalish's latest
Steve Baks new
Skramble 5 screens
THE BEST
DRAGON 32
Software
Company
just got
BETTER
DRAGON 32
DANGER RANGER
MICRODEAL
SKRAMBLE
MICRODEAL
Eight Ball
MICRODEAL
PINBALL
MICRODEAL
Pool on
the T.V.
1st for the Dragon
A real
home
Arcade Pinball game
Air Traffic Control
MICRODEAL
Glaxxons
MICRODEAL
DRAGON HAWK
MICRODEAL
KEN KALISH'S
Devil Assault
From
TOM MIX
MICRODEAL
By the
same
author
as Shuttle
Deadly new
game from
America's Mark
Data Products
Dave
Thatchers
first of
many
3 Screens +
5 Levels
another Ken
Kalish winner
Space Raiders
MICRODEAL
Mark Datas high
quality Space Invaders
Rick Redmans
Real Time Star Trek
in full machine code
USS MICRODEAL
SPACE FIGHTER
MICRODEAL
MICRODEAL 1984
41 TRURO ROAD, ST. AUSTELL CORNWALL PL25 5JE. TEL: 0726 3456
On Cassette £8 each
Selected titles available from larger branches of Boots, John Menzies, Spectrum Dealers and all good computer shops

G·A·M·E·S N·E·W·S





YOU'VE SEEN THE TV SERIES . . .

BBC MICRO

Following the success of their TV series, Making the Most of the Micro, the BBC has launched a book and software cassette to document the last series of the programme. These haven't been released as a guide to the TV programme, but more as a sort of "best of" review.

Many of the programs have been revised or improved and the cassette contains programs ranging from advanced graphics and accounting to artificial intelligence demonstrations.

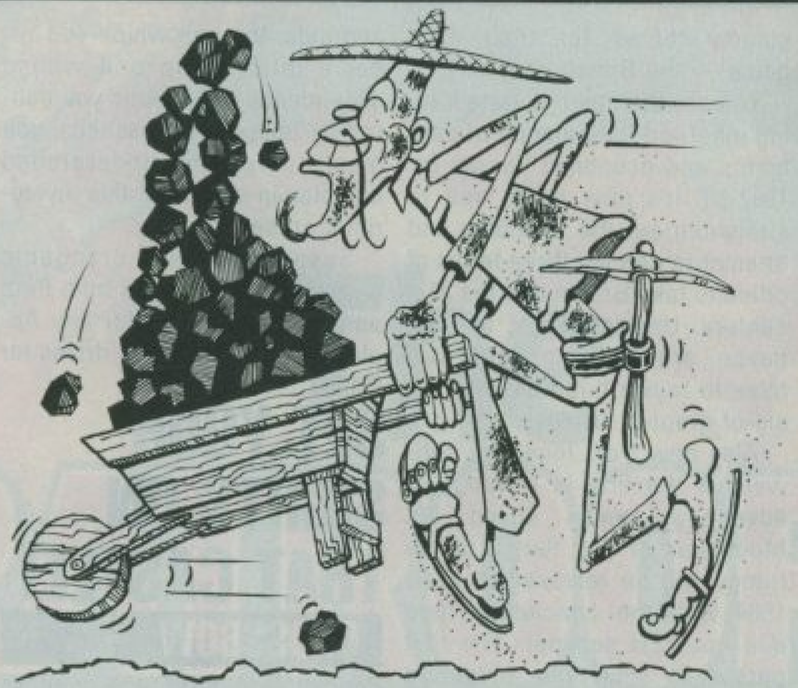
The author of the package claims that even people who don't own a BBC will benefit from reading the book, as the listings have full instructions and are liberally sprinkled with comments and tips throughout.

Probably the most interesting chapter in the book is about the fast growing science of artificial intelligence. The cassette includes two programs demonstrating how it's possible for a computer to learn from its mistakes.

Making the Most of the Micro is available from the BBC's very own software company, BBC Soft, in late January.

MINER WILLY FEELING JADED!

CHINA MINER



Looking at a new game for the Commodore 64, I had a very strong feeling of déjà vu. Read on and see if you think China Miner sounds vaguely familiar.

The game is set in far off China in an abandoned jade mine. The hero of the game is Miner Willy — sorry, I meant Wally!!

The game has 20 levels. To leave each sheet, you must first collect the hanging keys and open the door to the next level of the mine. Wally has to cope with collapsing floors, conveyor belts, laser guns and perilous hover mowers before he can collect every single key.

Several other well known computer game characters pop up in the game, including Horace of ski-ing fame and Jumping Jeff. Hasn't he got a brother called Jack?

I have to applaud Interceptor Micros for their utter cheek, if not for their originality. I wonder if Bug Byte and Psion think it's quite as funny? Clearly a case of 'same game, different name'.

Tongue in cheek computer games seem to be all the rage. Programmers like Jeff Minter and Matthew Smith of Software Projects think nothing of taking a swipe at fellow programmers. Smith's best selling game, Manic Miner, features a very realistic caricature of one of Imagine's top games writers, though I don't think Eugene would agree.

China Miner is available from Hampshire-based Interceptor Micros costing £7.00.

FOUR FOR THE PRICE OF ONE!

SPACE ODYSSEY

Computer games are gradually becoming more and more complex. A good example of this is a new series of four games for the Spectrum called Space Odyssey.

The four games form an epic arcade-style adventure through time and space. The first part is called Sentinel in which you have to guard the gateway to your universe from attacks by alien space squadrons.

Fireflash, part two of the adventure, concerns the attack of the enemy forces of your home planet. The future of the planet is in your hands.

The saga is continued in Proteus. Fresh from your victory on your home planet, you must blast your way through the remaining aliens.

Space Odyssey is concluded in the Avenger. You have finally reached the enemy planet. Can you destroy enough alien installations to win the final battle?

The four games can be bought in a special pack for only £14.95 or separately for £5.90 each from Abacus Programs for the 16 or 48k Spectrum.

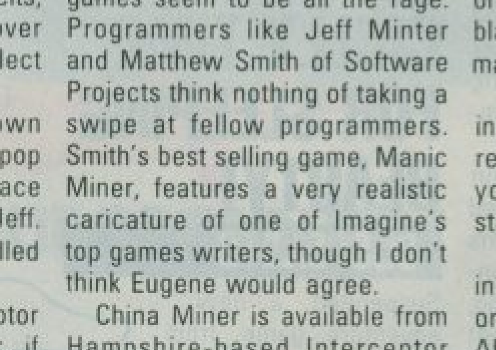
SINCLAIR'S QUANTUM LEAP!

SINCLAIR

The new computer from Sinclair, the QL, was launched in the middle of January. It's totally unlike anything currently available, and is supposedly aimed at the small-business user.

However, it has all the potential of becoming a classic games machine. QL stands for Quantum Leap — which it certainly represents. The machine is not based around cassette storage but on the new microdrive. It has two of these built in and you can add up to six more if you wish.

The machine has a 16-bit chip at its heart, which means that it is totally incompatible with the Spectrum. It will not run Spectrum software, and microdrive cartridges can only be read by the one machine. There is no cassette interface at all, so all software will be on microdrive or ROM cartridge.



The machine has 128k of RAM and is capable of running a 90k Basic programme in hi-res graphics.

The computer is very fast, and runs a new version of Basic written by Sinclair and called SuperBasic.

It comes with four application programs on Microdrive including a very power word processor. RS232 interface and joystick ports are built in.

Despite what Sir Clive said at the launch, expect a large amount of games to appear shortly after the machine becomes available in quantity.

And the price for this massive memory, built-in-microdrives, 16-bit machine? The same as a BBC model B at £399.

It's available only through mail order at the moment. 'Phone Sinclair on (0276) 686100 for more details.

G·A·M·E·S N·E·W·S



WORLD DOMINATION RULES OK!

DICTATOR

Do you lust for ultimate power? Is world domination your greatest wish? Dictator, a new game for the 48K Spectrum places you in the shoes of some of this century's most infamous figures.

Can you make the memories of past dictators pale in comparison to your horrific exploits? Can you make a monkey out of Mussolini or make Stalin look like a school boy?

Dictator lets you stoop to the most barbaric crimes. No atrocity is too great for your warped brain. You must crush your own countrymen under your heel and organise and direct the activities of the secret police, crushing rebellion and rounding up dissidents.

Once you have enslaved your country and killed or imprisoned all your enemies, your attentions must turn to neighbouring countries. You must stop at nothing, not even terrorism or outright war to secure victory — the only road to complete world domination.

Dictator is available from DK Tronics for the Spectrum computer or the BBC model B costing £6.95.

ECONOMIC GLOOM AND DOOM

1984

It had to happen — a game entitled 1984, the year made famous in George Orwell's book of the same name which predicted a gloomy future with dictators ruling the world.

Although it has nothing to do with Orwell's book, Incentive Software have picked an equally gloomy theme for their 1984 game — the British economy.

You are the head of state having inherited the balance of payments and economic figures for 1982-83. It's now up to you to straighten out the economy and attempt to ride out three terms of office to take Britain into the 21st century. Unemployment and inflation are problems you will have to tackle head on with the aid of graphic displays.

Also new from Incentive software is the first in a trilogy of adventure games called the Mountains of Ket. Part II of the trilogy will be released in early 1984 with the concluding tape due out next summer. The first person to solve the adventure will win a video recorder up to the value of £400.

1984 and Mountains of Ket run on a 48K Spectrum and are in the shops now at £5.50.

CHILLY TIME FOR SLEEPING BEAUTY!

SUSPENDED

Suspended, a new adventure game from Infocom, will send a chill down any adventurer's spine.

The game is set in Earth's distant future. You are at the centre of a massive computer complex, buried miles underground and your body has been held in suspended animation for decades! Subconsciously you control the working of an entirely automated planet, through a computer wired to your frozen body.

They said you would not wake for over 500 years, barring the most dire emergency, of course! Woken from your age-long slumber, however, by the main computer's warning systems, you find a strange force acting on the planet's machinery.

With the help of six thought- operated androids, through which you receive information and whose movements and actions you control by telepathic messages, you must search the underground complex in search of this mysterious presence.

Suspended — a cryogenic nightmare, is available from Pete and Pam computers for any Apple computer with disc drives for £30.95.



SET YOUR SIGHTS ON THAT CASTLE!

CROSSBOW

Ready! Aim! Fire! And another vulture hits the dust! You'll need a quick trigger finger and rock steady aim if you're to protect a party of travellers from a whole myriad of nasties as they continue in their search for the mysterious castle.

The travellers, a Robin Hood-like character, his female companion and a dwarf, all carry weapons of their own but unfortunately don't use them. It's up to you to ensure they survive to the end of their quest.

To determine the path of your journey, you must first aim and fire at one of three coloured squares placed below a graphical map of the area. This colour will determine the path, which is chosen at random, that the travellers must follow between two points on the map.

The journey begins — it could be through ice caverns, deserts, ghost towns, volcanoes and a jungle to name but a few, before you reach your final goal, the Castle. As you travel, enemies attack you — and you must use your crossbow to protect yourself.

Sighting down your crossbow, it's not as easy as it first appears to hit the fast moving targets which include vultures, witches, scorpions, flaming thunderbolts and abominable snowmen, who converge on the travellers with appalling regularity.

Some scenarios are more difficult than others and the number of points awarded depend on which scene you are currently traversing. If all three of the party die on route to the Castle, the game ends.

The graphics are excellent as are the sound effects. In true macho fashion, the man merely grunts and shouts OW! whenever he's hit or bitten, but the girl lets out a truly bloodcurdling scream!

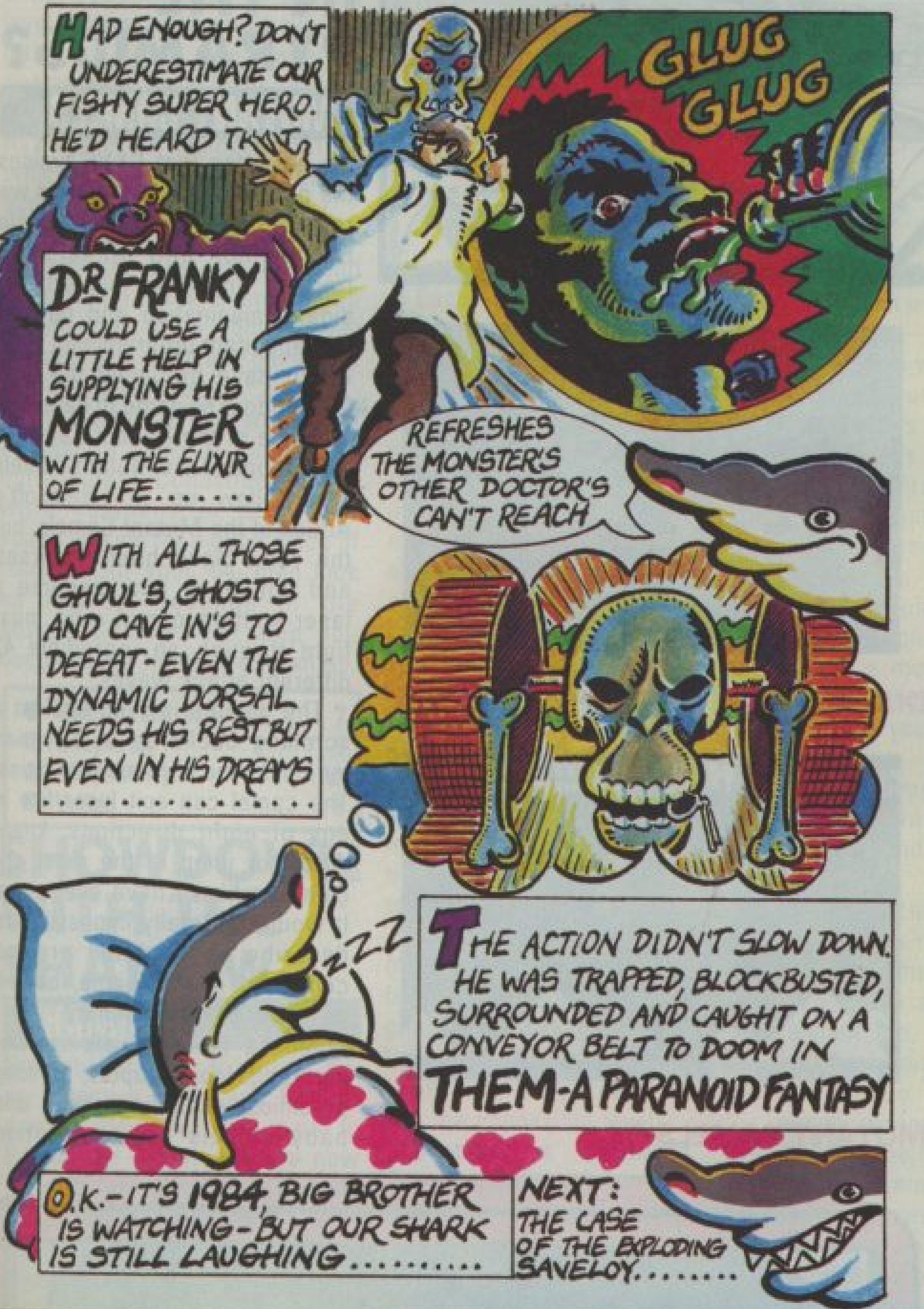
You'll soon learn which coloured paths lead to which scenario as you play the game which allows some choice in determining the terrain you want to travel over.

However, there is an element of risk as you may find yourself traversing the same ground two or three times in the same game. Ideally you want to cover each scene once to find the castle.

Crossbow, by Exidy, incorporates an element of skill and is well worth playing if you want to try a different shoot-'em up.


THE AMAZING ADVENTURES OF THE
LAUGHING
Virgin Games
PART FOUR
GSH
AFTER SPENDING CHRISTMAS WITH HIS FRIEND-THE FRANTIC FERRET-THE LAUGHING SHARK WAS FEELING SOMEWHAT GREEN AROUND THE GILLS.
ZZZZZ
MORE TURKEY?
WHAT HE NEEDED WAS SOME VIRGIN GAMES EXCITEMENT TO WORK OFF THAT CHRISTMAS PUD' PAUNCH
HE'D HEARD THAT HIDEOUS BILL NEEDED HELP IN RESCUING GORGEOUS GRETA FROM THE GI-GANTS
TAKE THAT!!
BEANZ MEANZ PHEW!!
BEAN
HELP!
BILL SHOULDN'T BE TOO HARD TO FIND, KEEPING HIS STRENGTH UP, AS HE DID, BY EATING HUGE AMOUNTS OF BAKED BEANS. A CASE OF FOLLOWING ONE'S NOSE!
IF OUR HERO WAS IN NEED OF MORE EXCITEMENT HE COULD TRY FUN-PAC 2....
THERE AIN'T ROOM IN THIS TOWN FOR BOTH OF US
MUGGER OFF!
FLY ME TO THE MOON
ESCAPE THE MUGGER IN A DARK CITY ALLEY
OUTDRAW GUNFIGHTER IN ABILENE
OR PILOT STARSHIP SUPERNOVA
OR
FORE!!
UP PERISCOPE AND DAMN THE TORPEDOES!
OUCH!
HOW ABOUT A NICE QUIET ROUND OR TWO OF GOLF??
JUST ONE OF THE SUPER GAMES IN FUN PAC 3. FOLLOW GOLF WITH AN UNDERSEA CRUISE IN SEAWOLF- THEN ON TO....
A NUCLEAR DISASTER TO SAVE A SCIENTIST OR TWO. (WITH A LITTLE HELP FROM ANDY ANDROID)

SHARK



NEW RELEASES



HIDEOUS BILL AND THE GI-GANTS
by Steve Lee for the Commodore 64 (**VGA 6003**).

By the author of the best seller "Falcon Patrol." A three-part tale of heroism and romance. Try not to let the amazing graphics and sound distract you as you help Hideous Bill to rescue Greta from the depths of the Gi-Gants' nest and thus get his surprise.

£7.95 R.R.P.
Joystick



THEM – a paranoid fantasy by Andy 'Grun' Green, for the Oric 48K (**VGC 5002**).

A five-part paranoid fantasy by one of the best selling Oric authors. Can you avoid 'Them', build the blockbuster, dispel the demons, avoid the uncertainty machine, escape the conveyer belt of doom to finally become a soul-saver!

£5.95 R.R.P.



FUN-PAC 2 – (VGB 7003).



FUN-PAC 3 – (VGB 7004).
by Peter J. Finkle for the TI99/4A.

Three fun-packed games for the price of one. Our Fun-Pac cassettes are not just "compilation" tapes but, offer genuine value for money.

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1) **Escape the Mugger – a game of strategy and skill.** 2) **Starship Supernova – an exciting adventure set deep in space.** 3) **Gunfighter – a game of nerve and reactions for 1-6 players.**

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FUN-PAC 3 –

1) **Nuclear Disaster – an unfortunately topical subject. Can you save the scientists from contamination from the leaking radiation.** 2) **Golf – All the fun of the course without getting wet! For 1-4 players with 1-18 hole option.** 3) **Sea Wolf – as commander of the submarine Sea Wolf, it is up to you to destroy the enemy ships.**

£6.95 R.R.P.



DOCTOR FRANKY AND THE MONSTER –
by Martin Wheeler for the Spectrum 48K (**VGC 1011**).

A stunningly graphical, nine-screen game. Can you help Dr Franky revive his monster, arcade action, action-packed.

£5.95 R.R.P.

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VIC 20	**ENVAHI** 8K	£5.95
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COLOUR CATALOGUE

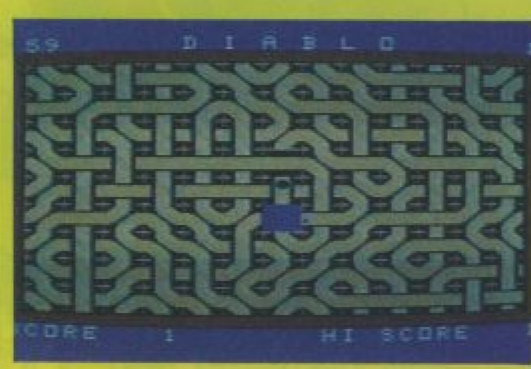
If you would like a copy of our **FREE 16-PAGE, COLOUR CATALOGUE** (listing details of all our games, complete with screen shots), please write to the **"RUSH ME A KOSHER BROCHURE PRONTO TONTO DEPT,"** enclosing an A4 SAE with 17p stamp.

Software R·E·V·I·E·W·S





FALCON PATROL



DIABLO



DEMON ATTACK



MUTANT CAMELS



PI-EYED



RIVER RAID

GAME OF

SKI-ING IN THE PYRAMIDS?

MUTANT CAMELS

It's not often that C&VG praises the people behind the games we review. In this case, I can't help but mention Jeff Minter's refreshing originality, his extraordinary imagination and obvious and abundant programming skills which have produced the best Commodore 64 game to date, The Revenge of the Mutant Camels.

Revenge of the Mutant Camels is a follow up to Llamasoft's Attack of the Mutant Camels, but the rôles have been reversed and you have now become a laser-spitting camel who must fight through an incredible 42 different attack waves.

The game is played against a scrolling backdrop of Egyptian pyramids and ultra modern cities. The camel can spit laser fire in any of eight directions, kneel down, or jump in the most ungainly fashion I have ever seen. It would be totally impossible to describe every detail or idea contained in this game, but I'll give you a brief summary.

Among the 42 levels are ski-ing kangaroos, teapots, winking pyramids, exploding sheep and baby camels not to mention



MUTANT CAMELS

flying cigarettes and toilet seats.

Not only does each wave have its own individual characters, but they all have their own unique attack pattern. Unlike other multi level games, once you have got past one level you have no guarantee that you'll get past the next time, because each level has a certain random feature which makes them unpredictable.

Revenge of the Mutant Camels contains the best graphics and animation I have seen on the Commodore. It's a compulsively playable and addictive game and very funny to boot.

This game can only strengthen Llamasoft's claim as the leading independent Commodore software company in Britain. If you're looking for a good piece of software for your '64, then look no further. Revenge of the Mutant Camels will keep you occupied for hours, I guarantee.

● Getting started	7
● Graphics	9
● Playability	10
● Value	8



SHOWDOWN WITH THE SHADOW

SHAMUS

Not satisfied with exporting every detective movie and TV programme they have ever made to Britain, the Americans are now trying to convert us to Starsky and Hutch on computer.

Shamus, a new game for the Commodore 64, is based loosely on the arcade hit Berzerk. Shamus may seem a strange title to give a game, until you discover that it's American slang for a private investigator.

Shamus' latest case is the most difficult and dangerous assignment of his career. He must track down the 21st century's most infamous criminal, The Shadow, to the heart of his underground lair. Shamus must battle his way through a maze of rooms filled with his adversary's henchmen on his way to the final confrontation with The Shadow.

The object of the game is to reach the Shadow's throneroom buried deep in his castle stronghold. There are four levels, each consisting of 32 different rooms. To move onto the next level, you must help Shamus explore every room and collect the correct key to unlock the gateway to the next level.

Each location is populated with three different types of mutant guards, whirling drones, robo-droids and snap-jumpers. Each type has varying degrees of intelligence — the ability to locate Shamus and follow him — and speed, but all are deadly to our private eye. When you enter a new room, you'll have to have all your wits about you and quick reflexes too or you'll end up in very hot water.

Spending too long in one room can prove damaging to Shamus' health as The Shadow is waiting in the wings ready to leap out at the unsuspecting detective. Shamus cannot kill him in this situation, only stun him momentarily to make good his escape.

The game provides four levels of difficulty. I'm afraid even the first level taxed this reviewer's gnarled joystick fingers. Further levels get progressively more difficult until they reach what I call the impossible level!

Shamus is produced by Synapse Software for the Atari computer. The game is imported into Britain by Centresoft and retails at £25.99.

● Getting Started	8
● Graphics	8
● Value	5
● Playability	8

SOLITARY DEFENDER OF THE FUEL

FALCON PATROL

Watch out skipper! Bandits at 10 o'clock! The enemy jet zapped past me firing its machine guns. I got on its tail and fired an air-to-air missile — the enemy jet was doomed.

Another successful mission for the sole survivor of Falcon Patrol — lone defender of oil installations and airbases! Falcon Patrol is a new game from the vast Virgin Games range for the Commodore 64.

You pilot a vertical take off and landing jet — and the enemy are attacking in waves, bombing and machine-gunning as they go. Your job is to defend the oil installations and airbases. The bases are vital to your survival — as you must land on them to refuel and re-arm your jet during the conflict.

The graphics are extremely good — your jet takes off and flies in a most convincing manner. And the way you can bank and turn your jet is simply delightful!

On the ground you see complicated oil installations, roads, buildings and vehicles in 3D style graphics.

Game action is quite fast — helped by a radar readout at the bottom of the screen. There's a high score and present score readout too, plus a fuel gauge and ammunition status display. You simply have to blast the enemy planes out of the sky — avoiding their bombs and bullets.

The enemy jets also bomb your airbases — so make sure you know where you can find an undamaged base when your fuel alarm begins to sound. You must land and refuel before the mission can continue.

But even on the ground you are not safe — the enemy jets attack you here too. You get an extra life when you reach 3000 points which will take a little practice.

There is a nice arcade-style Hall of Fame to enter top scores and the name of the person who scored them included at the end of each game.

You'll need a joystick to play this all action arcade-style game on your 64. A nice addition to the growing range of software for this computer, Falcon Patrol is available from Virgin Games stockists at around the £6 mark.

● Getting started	7
● Graphics	9
● Value	6
● Playability	8

DEMONS HAVE BEEN CONVERTED

DEMON ATTACK

You have fought them in the arcades. You have fought them on the Atari VCS. Now you can fight them on your Vic.

Imagic has now released its award-winning Demon Attack game for the Vic 20 and, unlike most Vic software, it's on cartridge so it will run on a 3.5k machine.

Comparing this game to the Atari VCS version, as people will probably do, I actually prefer the Vic one.

In case you've been locked in the loo for the past two years, you won't know that Demon Attack is a shoot-'em-up which originated in the arcades. Each wave has only about half a dozen aliens which appear almost simultaneously. They move much faster than space invaders, and travel anywhere on the screen. Each wave is slightly harder than the one before and later ones have aliens which split into two parts on the first hit. The total number of waves is enormous.

The graphics are as good as the Atari version, and movement is very smooth. The way the larger aliens are formed by swooping from both sides of the screen is very impressive. This version also ran slightly faster than I expected.

Control is via a joystick, and sound is also put to good use, showing the machine to its full advantage. Overall, a great version of a classic game.

Demon Attack from Imagic comes on cartridge for the Vic and costs £32.50.

● Graphics	9
● Getting started	9
● Playability	8
● Value	8

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martech games ...a spectacular range of software

BLASTERMIND

SPECTRUM 48k £5.95

At first glance this might seem to be just another version of a very popular game. How wrong can you be!!! True, the start is simple enough. The Spectrum picks a code of numbers or colours with a selection of levels of difficulty — and invites you to do the same. You then take it in turns to guess each others code from the clue supplied after each guess. An extremely well written, fast and very clearly displayed game, with almost inevitable defeat.

This was exactly as intended but unfortunately *something went wrong*. During the programming strange uncomplimentary messages began to appear on the screen. At first they were so few they were not taken too seriously, but soon they could no longer be ignored. Somehow the Spectrum had been given a personality — a rather devious, supercilious, dislikeable, hateful, horrible mind.



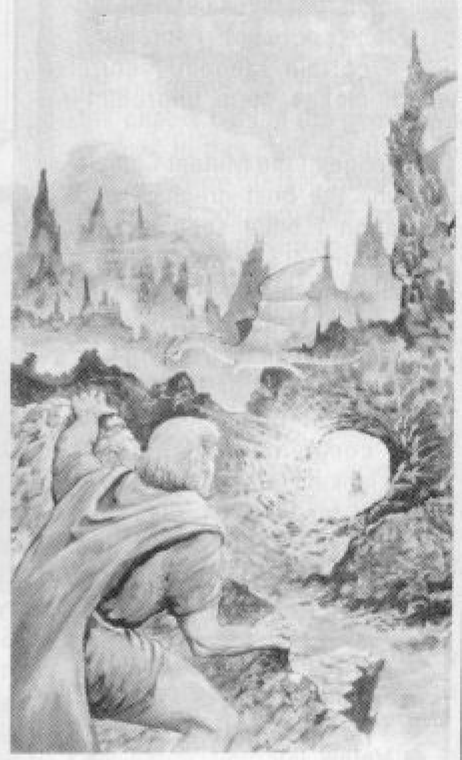
✱ Side B contains a version of the game compatible with the excellent Currah μSpeech unit — even worse!! ✱

THE QUEST OF MERRAVID

VIC 20 (16k) £7.95
or Commodore 64 £7.95

A really challenging and enjoyable adventure, written by a confirmed adventure addict who grew tired of the ease with which he solved other adventures himself. Will accept and act on sentences containing up to nine words.

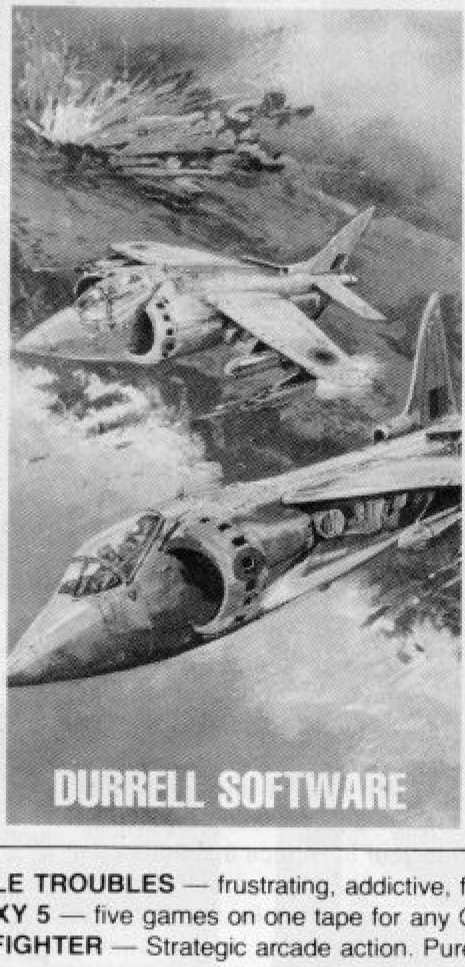
The adventurer becomes Merravid, charged with the task of finding, taking and then returning the magic Firestone of the Dwarves. However, overcoming the many novel and original hazards is no easy matter. Careful and imaginative thought is required if progress is to be made and the Firestone tracked down to the lair of the Dragon of Thargon. Even then the Dragon has to be defeated and the stone retrieved. A compulsive, extremely enjoyable and very user friendly adventure.



HARRIER ATTACK

any ORIC - 1 £6.95
any SPECTRUM £5.95

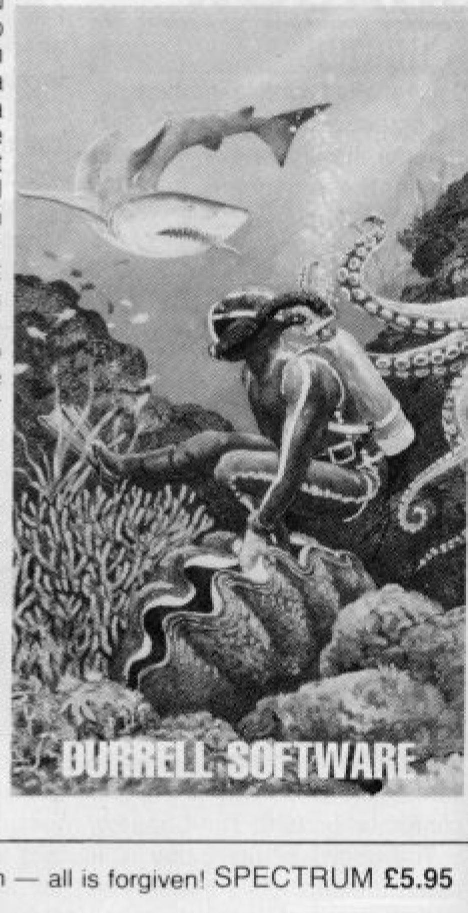
Pure machine code, superfast, action-packed, highly addictive arcade-style game requiring great skill. The harrier takes-off from an aircraft-carrier and flys over seaborne defenses to attack enemy installations on a nearby island. The harrier may fly faster, slower, higher or lower, and has bombs and cannon fire with which to protect itself and make its own attack. If it flies too high it is detected by enemy jet-fighters (which it may counter-attack) — so it needs to hug the mountainous terrain which also varies with every new game. But the island is heavily defended by anti-aircraft rockets and tanks, which again the harrier may counter-attack or try to fly through. A tally is kept of fuel, speed, altitude, ammunition, plus player score and high score. Finally the harrier must make its bomb-run over the enemy base before returning past more hostile shipping to its own carrier.



SCUBA DIVE

any ORIC - 1 £6.95
SPECTRUM 48k £5.95

Pure machine code with super cartoon graphics. You are in control of a diver who must swim down through jellyfish, sharks, barracuda and a host of other under-sea nasties to locate the entrance of a submarine cave. He must then follow its twisting and branching passages which change with every new game, to locate the magical giant oysters with their fabulous treasure of enormous pearls. Many of the passages lead to dead-ends, while some are filled with horrible underwater monsters. Each dive has to be timed carefully so that there is enough oxygen left for the return journey, which is further frustrated by the diver's boat shifting anchor and threatening to decapitate him with its propellor. This game which features three divers, player score, high score, hall of fame and sound effects, presents perhaps the ultimate epic arcade adventure.



—ALSO— AVAILABLE

JUNGLE TROUBLES — frustrating, addictive, funny, silly. Come back Tarzan — all is forgiven! SPECTRUM **£5.95**
GALAXY 5 — five games on one tape for any ORIC - 1 **£6.95**
STARFIGHTER — Strategic arcade action. Pure machine code for any ORIC-1 **£6.95**

Most games available from
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Prices include VAT, Post and Packing

Mail order to: MARTECH HOUSE, BAY TERRACE, PEVENSEY BAY, EAST SUSSEX BN24 6EE
Telephone: (0323) 768456 Telex: 87465 EXIM Brighton

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DRUNK IN CHARGE OF A PIMAN!

PI-EYED

Well, it hits us all eventually, doesn't it. One day you're a star. The next you're a drunken wreck. Or so Eugene tells me. Stardom has hit the PiMan hard in this game and, in his acute desperation, he's taken to the bottle.

Your job is not to cure him of his ill ways, as you might think, but actually to help our patient to drink as much beer as he can before running out of points.

Before I actually played the game, I listened to the "awful" single record on the other side of the tape. I thought that it might be quite funny, but it wasn't. Just awful. Lurch, the office parrot, has a lot to answer for.

Anyway, the game itself is set in a "frogger" type street. The poor drunken PiMan staggers down the street avoiding the oncoming cars. There are lines of shops, pubs and the like along the street and the PiMan can enter any of them. The first thing that then happens is a message appears on the screen. None is really funny, just silly.

If our hero enters a pub, then he can start drinking the beer. He must empty all the glasses on the table before he can leave.

The pub scene is drawn on screen very well. The view is one looking down from . . . you guessed it . . . above. The whole establishment is visible. There's a pool table, cosy log fire in the corner, the bar itself and even people doing naughty things into a basin! Each pub is different, and they're all very good.

Once the beer's all gone, the PiMan can leave the pub and stagger on to another.

This game is silly in the extreme, but just in case you're worried about corrupting delicate young minds, I can assure you that it's all good clean fun and perfectly acceptable.

The bottom of the cassette inlay card says to watch out for the PiMan's continuing adventures. I wonder what'll come next. "Just breathe into this bag please sir" perhaps? Or something even more drastic?

● Getting Started	8
● Graphics	8
● Value	8
● Playability	8

FLY THIS RIVER OF NO RETURN!

RIVER RAID

Activision, the people best known for their cartridges for home video games centres, have made a brave step into the world of computer software with a conversion of their popular River Raid war game.

If you've not seen the game before, here's a brief rundown of the scenario. You control a jet fighter flying at low level along a river basin — blasting enemy cruisers, helicopters, hot air balloons and jet planes.

You also have to destroy bridges — and the number of these you destroy tells you just how far you are up the river — and how good a pilot you are. Tanks cross the bridges and you can score extra points if you blast a bridge complete with tank. In later stages of the game, tanks shoot at your low flying jet from the riverbanks, while helicopters fire homing missiles.

Early in the game, all the enemy planes, ships and choppers remain static — but they soon start moving back and forth across the river, so you'll have to dodge them or blast them.

Oh, and another thing, the contours of the river change as you fly along — and some of the narrows are really narrow — believe me!

This may be a river of no return — but you still have to refuel your jet fighter. You do this by flying over enemy fuel dumps and getting tanked up! When your fuel is running low a nasty alarm signal bleeps from the computer — that's if you haven't already noticed that you are running low from the on-screen fuel gauge.

The graphics are slightly more detailed than the original VCS version — with mountains on the river bank — and it has additional hazards built in, like the hot air balloons and tanks. But it's just as addictive and challenging!

River Raid from Activision for the Atari 400/800 and the new 600XL and 1200XL is available now at £29.95 from Atari games stockists.

● Getting started	8
● Graphics	7
● Value	6
● Playability	8

TRACKS FOR TEXAS PUZZLERS

DIABLO

Good Texas games are few and far between. Only a few, including Parsec, have received overwhelming praise.

Texas owners in this country have been starved of high quality software. But a Scottish company — Timeless Software — has come to the rescue with a range of the best games titles available in the USA.

Diablo is a complete change from the usual shoot-'em-ups we're all so used to, and bored with?

Diablo displays a screen filled with 232 different tracks and 116 panels which can be moved around the screen like pieces from a Chinese puzzle. A small black ball is continually rolling along the tracks and as soon as it passes over a track it disappears.

The object of the game is keep the ball in play until all the tracks are gone. The game is lost if the ball rolls into a blank square or off the play area into the border.

The graphics are quite superb and the best I have ever seen on the Texas computer. Movement of the squares is flicker-free and smooth.

My one criticism of Diablo is that it's a little slow, but that can't be helped on the Texas I suppose.

Diablo is available for the TI 99/4a with an extended basic cartridge from Timeless Software costing £7.95.

● Getting started	6
● Graphics	9
● Playability	8
● Value	7

LAST GASP OF FADING INVADERS?

BIRDS OF PREY

Having already seen a few games on the new Electron, I was looking forward to reviewing a really good one for *C&VG* but, unluckily for me, the Editor dropped a copy of Birds of Prey on my desk.

Spurred on by promises of spectacular hi-res graphics and fast and furious action, I ran hot foot to the nearest Electron, threw the leads together and waited in anticipation for what I convinced myself would be a game amongst games.

How wrong I was. To say the game is unoriginal and uninteresting would rate as a compliment.

Birds of Prey is a re-run of that old favourite, Galaxians. But Romik have served up a version that might have been acceptable to game players three or four years ago.

Birds of Prey follows the Galaxian theme in so far as the aliens swoop downwards, but neglects to include variation in the flight path. All the alien birds follow predetermined paths which presents no problem or challenge to the would-be player.

Birds of Prey costs £6.99 from Romik Software.

● Getting started	6
● Graphics	4
● Value	4
● Playability	2

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Our acting editor is a bit of a pinball freak — and this issue he's persuaded us to take a look at computerised versions of the game for Atari, Dragon and Vic-20. We asked Simon Hood, a member of the Pinball Owners' Association, to take a look at Terminal Software's Pinball Wizard for the Vic so we'd get a pinball player's eye-view of the micro version of his favourite pastime. Over to you Simon. . .

DESIGN YOUR OWN PLAYFIELD

PINBALL

It's been a long time since space invaders first ousted pinball from arcade supremacy and banished it to dark and deserted corners of arcades and pubs the length and breadth of Britain.

A new game for the BBC differs from earlier conversions by leaving the design of the playfield totally up to the player.

The screen is divided into sections, the table itself, and the menu of options along the right hand side. The cursor keys are used to move a cross over the screen, placing slings, bumpers and flippers in just the required position. To construct the playfield, the player just moves the cross onto the selected shape on the menu, presses the space bar and then positions it wherever he desires.

Other options include 'bounce', which alters the rebound speed of the ball; 'flip' and 'tilt' change the strength of the flippers and the force that can be used while playing. The Z and / keys are used to operate the flippers and the space bar flicks the ball into play — the longer the key is held down, the faster the ball emerges.

Once you have designed your masterpiece of pinball technology, the whole playfield can be saved onto cassette, making a library of designs easy to create.

My only criticism of the game is that it doesn't cater for the bone idle computer owner because it hasn't a ready made pin table built in. The graphics, however, are exceptionally good and very clear. The game's best feature is that it can be as easy or difficult as you like.

BBC Pinball is as professional a piece of software as you are likely to find, and one that would grace any gamer's software collection.

Pinball is available for the BBC model B from Kansas City Systems costing £8.95.

● Getting started	6
● Graphics	9
● Playability	7
● Value	7

SEE THAT SILVER BALL GLIDE

PINBALL

Microdeal have made a brave attempt to bring the thrills of Pinball to the screen of the Dragon 32.

You get three different screens to play with and you can also choose the colour of the playfield at the start of the game.

Unfortunately the playfield graphics are very basic and the game action soon becomes a bit tedious. Both flippers operate together — so you can't do any fancy flipper work. You can catch the ball on the flippers — but it would be a great advantage to be able to use those flippers independently.

You can control the force with which your ball is fired onto the table — and Microdeal have got the bouncing motion of the ball off to a tee. It really is a realistic representation of the way a pinball glides around a playfield.

A few constructive comments. How about making the flippers smaller when you switch skill levels? And make them operate independently. Also how about including a tilt feature and a "Ball in Play" readout?

Pinball for the Dragon 32 is available now from Microdeal and will set you back £8.00. It uses Dragon joystick or keyboard.

● Getting started	6
● Graphics	5
● Playability	6
● Value	6

PINBALL DESIGNERS WANTED!

CONSTRUCTION SET

There are very few pinball computer games which allow you to alter the playfield. Even fewer software firms give permission to sell the new version you've created using the program.

Pinball Construction Set from Electronic Arts for the Atari 400/800 fulfills these functions using a very successful variant of Smalltalk, previously only available on mainframes.

Because the language is graphics-oriented, the layout of the various utensils on the screen has obviously been well thought out and tested.

Every conceivable aspect of the game can be changed. Moving the objects about is slick and, by using the paint brush, the shape of the bumpers can be altered. Using the same system, tunnels can be hidden, messages scrawled on and, if anything is not to your liking, then you can zoom in with the magnifying glass.

When all is to your fancy, the time arrives to save your game. This is the first time you will need to use the keyboard.

Author Bill Budge has included working tables of all the present computer pinball competitors such as Night Mission and David's Midnight Magic. All told this is a truly astonishing leap forward in eight-bit programs and you get all this for £29.99.

Unfortunately it will not work on the new Atari XL range which means owners of these micros will just have to hang on until a conversion arrives.

● Getting started	7
● Graphics	7
● Value	7
● Playability	8

WIZARD WITHOUT ANY MAGIC

PINBALL WIZARD

'Pinball Wizard' is a video version of pinball for the unexpanded Vic-20. It is distributed by Terminal Software of Manchester at £7.95.

The program takes two minutes to load completely, during which time a title page flashes on to the screen, and finally the game display itself appears. Very nice it is too, with multicoloured and flicker-free graphics.

The game can only be played from the keyboard by using the "Commodore" or "cursor-right" keys to flip and the spacebar to nudge. It really is a poor piece of program design in this day and age, when any program of this kind should run on joysticks to prevent wear and tear on the keyboard.

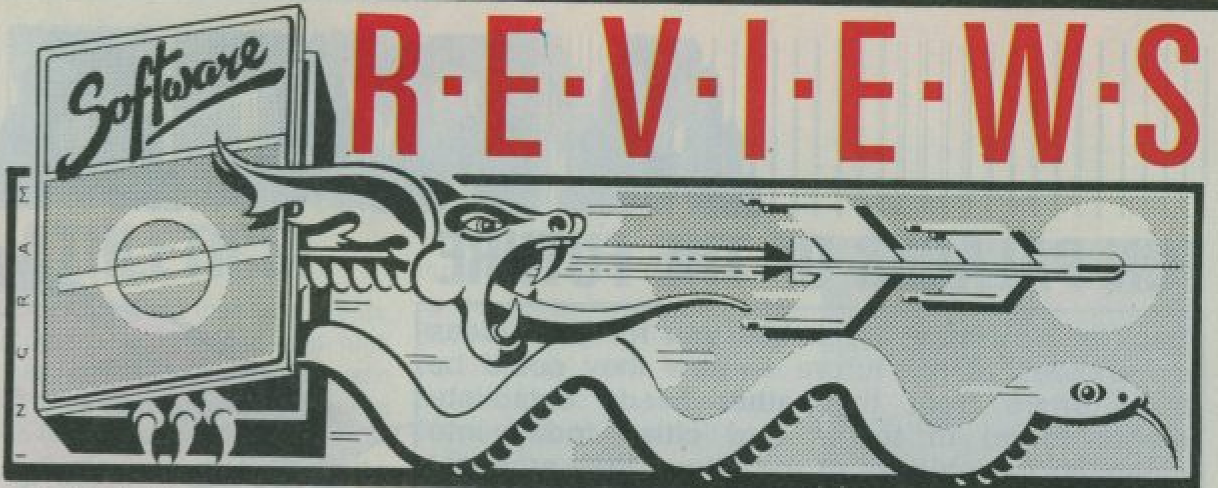
The flippers are reasonable, in that you *can* catch and hold balls on them in the way that Terminal's publicity suggests — but it is a bit tricky. All three flippers operate together and cannot be activated separately. The sound is poor, though the graphics impressive.

The documentation supplied with the program, apart from the loading instructions, is adequate.

It would appear that the possibility of a more advanced pinball program — in say, 8k — has been sacrificed on the altar of "it must fit into the unexpanded Vic at all costs", and an unsatisfactory compromise is the result.

In conclusion, therefore the program is overpriced at £7.95, as it is too limited to hold attention for long. Pinball Wizard for the Vic-20 is distributed by Terminal Software of Manchester.

● Getting started	5
● Graphics	8
● Playability	6
● Value	4



IT'S ONLY ROCK N' ROLL, BUT . . .

ROCK N' ROLL

K-Tel are well known as the people who bring you those giant compilation LPs full of greatest hits. Now they've moved into the world of computer software with a range of "Doublesider" tapes for the Spectrum.

One of the first features games called It's Only Rock n' Roll and Tomb of Dracula — both Adventure style games with some graphics thrown in.

In It's Only Rock n' Roll, you set out to become a rock superstar — and the road to stardom is a tough one. You have to write songs — with the help of your Spectrum — raise enough money to go on tour or play concerts, make records, hire and fire managers, just like real life. It's like a computerised game of Monopoly set in the pop world.

The second half of this "Doublesider" is Tomb of Dracula, a standard maze-style Adventure with some amusing graphics thrown in. I found myself getting killed off too quickly, but I think that's more my fault than the way the game is put together!

The documentation for this game is much better and enhances the playability.

All in all, this innovation from K-Tel is pretty good value for money. Two enjoyable games for £6.95 available now from Spectrum games stockists.

● Getting started	6
● Graphics	6
● Value	7
● Playability	7

PLEASE SAVE THE WHALE!

MOBY DICK

If you support the Save the Whale campaign and like playing computer games, then Moby Dick will keep you happy for hours!

However, if you like fast addictive original games then I'd give this one a miss. The theme is a fairly old one. Depth charge the submarines and shoot the helicopters. But there's a twist — if you hit Moby Dick, who is swimming in among the subs — you'll be rammed by a large green ship and sink helplessly to the seabed. You are also supposed to catch the pilots of the helicopters as they parachute down from their doomed craft.

You get five ships per game, and there are three attack waves. In the first, the submarines do not attack, but the choppers drop bombs which you must avoid. In wave two, one sub releases floating mines and in wave three the other submarines release tracking missiles.

I found the game slow, and after a while a bit monotonous. But if you like depth charge games and want one for your new Commodore 64 then I guess you could do worse than this offering from PSS of Coventry. It's available now and costs £7.95.

● Getting started	6
● Graphics	7
● Value	6
● Playability	6

POPCORN FOR PENGO

PENGO

Now here's a game which will certainly leave you with cold feet. Arcade favourite Pengo has now been released for the BBC B and, in case you didn't know, the game is set in the frozen North (somewhere near Watford no doubt).

As Pengo, you have to kick away the blocks of ice to clear a path, but you're pursued by snobees which can be killed if you kick ice at them. There are also three bonus ice cubes which don't break when you kick them which can be moved around the screen. If you manage to get them in a row, then you score extra points. Once you've killed all the snobees, then you move on to a harder screen.

I found that the best tactic was to kill all but one of the snobees and then get the bonus blocks. Once you've done this, you can kill the last snobee and move on to the next screen. To help you along, the Beeb plays you a nice catchy tune during the game, which I'm told is called Popcorn. Anyway, it gets faster once you've killed a snobee.

Control is via the keyboard although a joystick can also be used. The program uses four keys to control direction, and the return key, to kick a block. It's also pretty fast, too. It took me some time to clear the first level.

The graphics in this game are excellent and everything moves very smoothly. However, if the machine is trying to do some clever calculations, I noticed that the sound becomes a little disjointed.

Overall, this must be one of the best arcade adaptations for the Beeb and one of the few programs that makes the most of the micro's features.

You can get your copy from Watford Electronics and it'll cost you £7.75.

● Getting Started	9
● Graphics	9
● Value	9
● Playability	8

PICK UP A PULSATING PROTON

LONE RAIDER

For several years now Atari International (UK) has been as active as a rabbit with rigor mortis. However, in a small quarter page advert subtly hidden at the back of most computer magazines recently, Atari offered to look at and possibly publish, any Atari machine code program. I declined the offer myself — too much like hard work — but now a game has been picked.

The Lone Raider is astonishingly good compared to most UK produced games and at £14.99 it is untouchable.

It is supplied in a new form of packaging for Atari, reminiscent of a video cassette box.

Whilst loading, that elusive second cassette track is used to play music rather than those intolerable beeps. As with most newly released games, the title page is very flash with some nice animation, although I felt most deprived by the lack of deep bassy title music bursting forth by kind permission of POKEY.

The game is in three stages. You beam down to the surface of a hostile planet then after blasting your way through a few dalek-like enemies — ducking the odd stray shot and sneaking past The Giant Terminator — I suspect this name was stolen from one of the Worst of Hollywood movies! — you sneak into the factory entrance.

Once in the factory, you are duty bound to burn around the place collecting the stores of neutrons whilst avoiding the nefarious robot guards.

Like Pacman, you can kill the robots after eating one of the pulsating blue objects — which I am told are protons. But unlike Pacman these power pills move! You weave through doors, duck under protons you'd prefer not to use and most regularly get squeezed to death between the robots.

After much diligent practising however, I passed this screen and after passing a bonus screen got into the transmitter room. Here you theoretically dodge some evil looking bounders to reach the transmitter.

Overall it is a very smooth game and strangely addictive. For the budget buyer and collector alike, I strongly recommend Lone Raider. It runs in 16k on both the new and old ranges of Atari machines.

● Getting started	7
● Graphics	8
● Value	8
● Playability	8

FUN PALACES OF THE FUTURE

Back in November we asked you for your ideas on arcades of the future — how they could be transformed from the rather seedy establishments found in towns and cities today into gleaming fun palaces of the future. Well architect Richard Porch has answered our plea — and now here is his very individual view of the shape of arcades to come...

"Imagine walking down your high street on your way to your local arcade. When you get there, you find that the normal ordinary looking shopfront has been replaced by something that looks like Battleship Galactica! Instead of a roof there is a vast glass dome full of gleaming pipework and sheet metal.

You walk into this strange structure — and the first thing you notice is the overall gloom, pierced only by the strobing flicker of dozens of video game screens. Ceilings and walls are gone and in their place are spaceframe grids. Within these grids are screens advertising software, and the latest films. Why can't all arcades be like this?

Meanwhile back in the real world... don't you wish, as your coins hit the bottom of the cash box, that the arcade in which you are playing looked less like a carpet warehouse and more like something from the 21st century? A place where you could not only play all the latest games but also purchase software for your computer and maybe grab a burger or two?

Arcades based on a theme could hang in modular clusters around a central service mast which carried all the necessary power cables and other services.

Inside these modules it would be like wandering around inside a printed circuit. Banks of arcade game screens would line the walls as robot dispensers whirred around dealing out soft drinks and burgers on request. There could even be other computers on line apart from the games playing arcade version machines. These could be set aside to form an electronic "school" which would help with exam preparation or even just homework!

To take such an "arcade tower" to its logical conclusion you could also add accommodation modules. Such leisure capsule towers already exist in Japan — so if arcade modules were developed, you could soon be enjoying a holiday in the first residential games players' motel!

To fully extend this idea, however, you'd obviously need the mega-bucks that only big computer companies could provide. This could enable you to develop another idea too. How about leasing a North Sea semi-submersible oil rig and convert it to an offshore games players' paradise. If you built a dome over the deck space, you could house an entire community of gamers at sea! Such oil rigs can move under their own speed power so in theory you could play arcade games anywhere in the world. With accommodation, restaurants and game arcades on board, maybe you could enjoy games playing cruises.

Once you start, it won't be like playing a game, it will be more like being at the controls of some vast machine — the game flashes into action and you're off into a new world!



VANQUISH THE VAXXIAN EMPIRE

MAJOR HAVOC

With a time-bomb in your pocket, you set off to sabotage the Vaxxian Empire's space stations. There's only one worry — can you escape before your mine detonates?

You take the part of Major Havoc whose ancestors have been overcome by the evil Vaxxian Empire. Your mission — to free your people from the enemy's clutches.

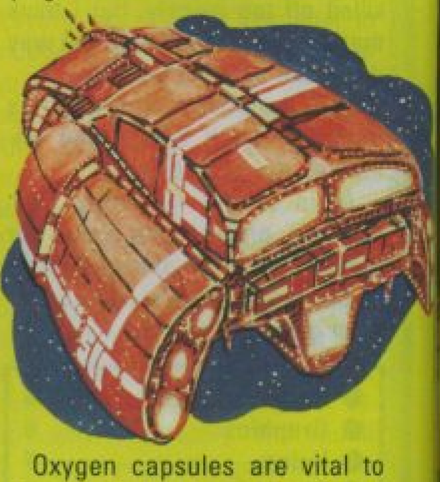
Sounds like Star Wars? Well, it's not. Although the original idea may well have come from that epic film.

Taking off, you set course for the first of your targets, situated millions of light years away. On arrival, you're immediately pitched into the fray as you battle for supremacy with the Fish Robots, guardians of the Empire. Not very fish-like in appearance, but they do a great job in keeping out invaders!

Your skills as a pilot will then be called to the fore as you attempt to dock your craft on the station's landing platform.

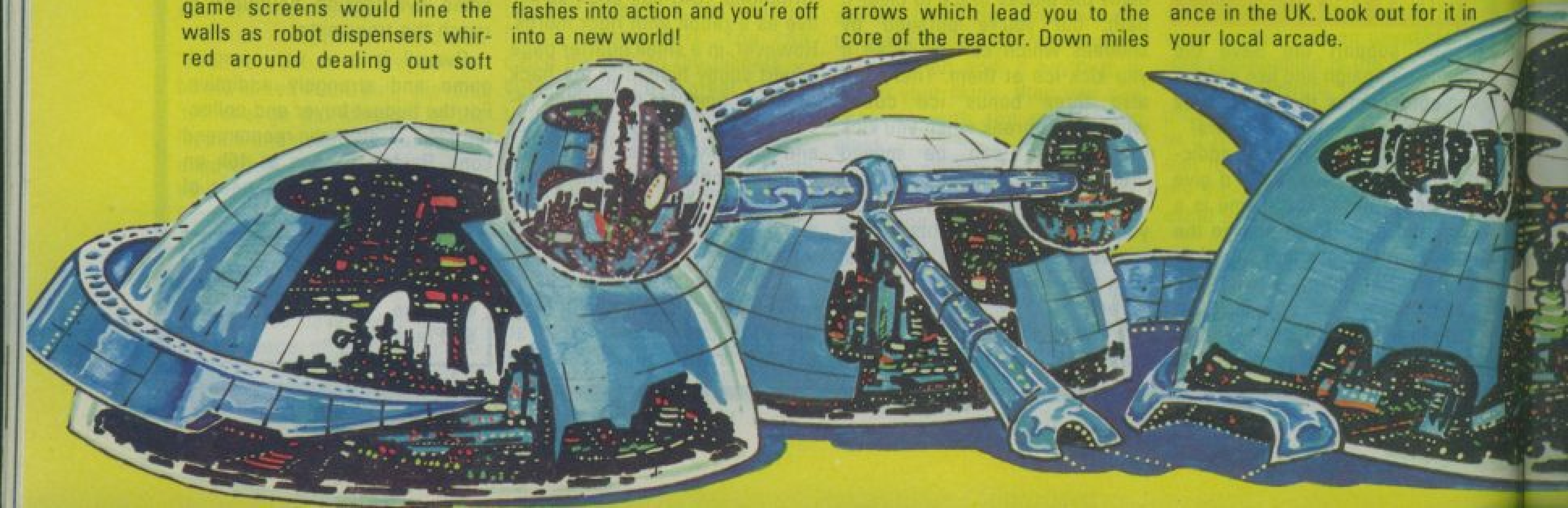
Clutching the bomb, you dive into the station and follow the arrows which lead you to the core of the reactor. Down miles of twisting corridors you race, towards the core — booby traps and hazards lurk round almost every corner — one false step will lead to instant death.

You've got the use of a limited number of shields which will protect you from death at the moment of impact. Use them sparingly — you never know what's lying around the next corner!



Oxygen capsules are vital to your survival and must be picked up en route to the core. Once there, the bomb's timing mechanism is activated.

A very playable game, Major Havoc by Atari was launched in the States a few months ago and has just made its first appearance in the UK. Look out for it in your local arcade.



ACTION

NOT SO ACTIVE ATHLETICS!

TRACK AND FIELD

You'd better hurry up and get your index finger into training if you want to break a few athletic world records!

There are six championship events for you to try your hand at in Track & Field from Konami. You have the choice of two track and four field events and in each one there's a record to collect if you've got the stamina!

"On your marks, get set, GO!" and you're off down the track in the gruelling 110m hurdles. Using the 'run' button to increase your speed and the 'jump' button to leap the hurdles, you streak down the track and cross the finishing line. The crowd leap to their feet cheering, but subside in disappointment as it's announced that you've narrowly missed the world record.

However, don't get despondent — with the choice of the 100m dash and four field events, comprising the long and high jump and the hammer and javelin throws, you've plenty of chances to beat those elusive records.

In the field events, use the 'run' button to run up to the throwing line and then, thumbs on the 'jump' button, gauge the distance and throw — the longer the throwing button is depressed, the further and higher you, the javelin or hammer will travel.



The 100m dash can be played either against the machine or against three other players using the four 'run' buttons to increase your speed.

Should you manage to win and break the current record, you'll receive the fanfare of a lifetime — with the theme tune from Chariots of Fire ringing in your ears, you will be escorted to the rostrum and presented with a medal by a pretty girl. A fitting end to a hard won race!

Arcade athletes will love Track & Field — you can now play a full day's sport with no more discomfort to yourself than a cramped finger!

ROUT OF THE ROBONOIDS

MARVINS MAZE

"Wait a minute", I thought, "What's Q*Bert doing in a game that resembles a 3D Pacman with robots?"

Marvin's Maze, one of the latest offerings from SNK Electronics is a Pacman-based game with a difference. Incorporating a 3D maze on two levels, four connecting lifts, manic Robonoids and a cute, cuddly Q*Bert-like character — it's a unique variation of one of the early arcade success stories — except you don't use a joystick. Marvin is controlled using a trakball.

In the usual Pacman fashion, you have to guide Marvin round the maze to pick up power pills that are littering the pathways.

The robots seem to have some form of ESP and converge on him from all four corners in gangs.

Marvin can either escape by darting up or down to the next level, via the lift, or swallow a fiery pill which turns him red — now he's ready for action and can deal out the same treatment to the chasing robots!

The Robonoids can't follow Marvin from one maze to another, but there is always another set ready and waiting for him when he swaps levels.

Once both levels have been cleared of pills, he can move onto the next where the pace hots up and it becomes harder to avoid the nasties and eat up all the pills.

Watch out for paths that are dead-ends — you'll soon be caught out and trapped by those beady-eyed monsters.

Marvin's Maze won't set the adrenalin coursing through your veins, but it's instantly likeable and very playable. Full marks to SNK Electronics for rejuvenating an old idea into something other than the average Pacman spin-offs.



THE SEARCH IS ON FOR THE C&VG 1984 ARCADE CHAMPION!

Have you rescued the Princess in Dragon's Lair? Or have you come first in the Pole Position Grand Prix? If so you are prime candidate for our 1984 Arcade Championship title.

Your first move will be to fill out the coupon on our Next Month page and mail it to us. All we ask you to do is to take the form along to your local arcade, pub or the place where your favourite arcade machine lurks, get that high score and get the publican or arcade owner to witness it for you.

You can aim for a high score on up to three different machines. Your chances of reaching our grand final in the summer are increased if you enter on more than one machine. There will be a grand prize for the overall champion plus runners-up prizes too. So don't forget — get next month's *Computer and Video Games* and begin your quest to become King — or Queen — of the arcades!



Who would have thought that "Noughts and Crosses" would be used as a theme for a pinball? Well Bally did — and they've just released a pin called X's and O's based on that age-old game.

Located inside the playfield is a video style noughts and crosses board. The X's and O's are lit up by hitting various targets. Light up the entire card and one letter in the word Tic Tac Toe — the American name for noughts and crosses — will light up in the back-glass. Light up the whole word and you score two replays!

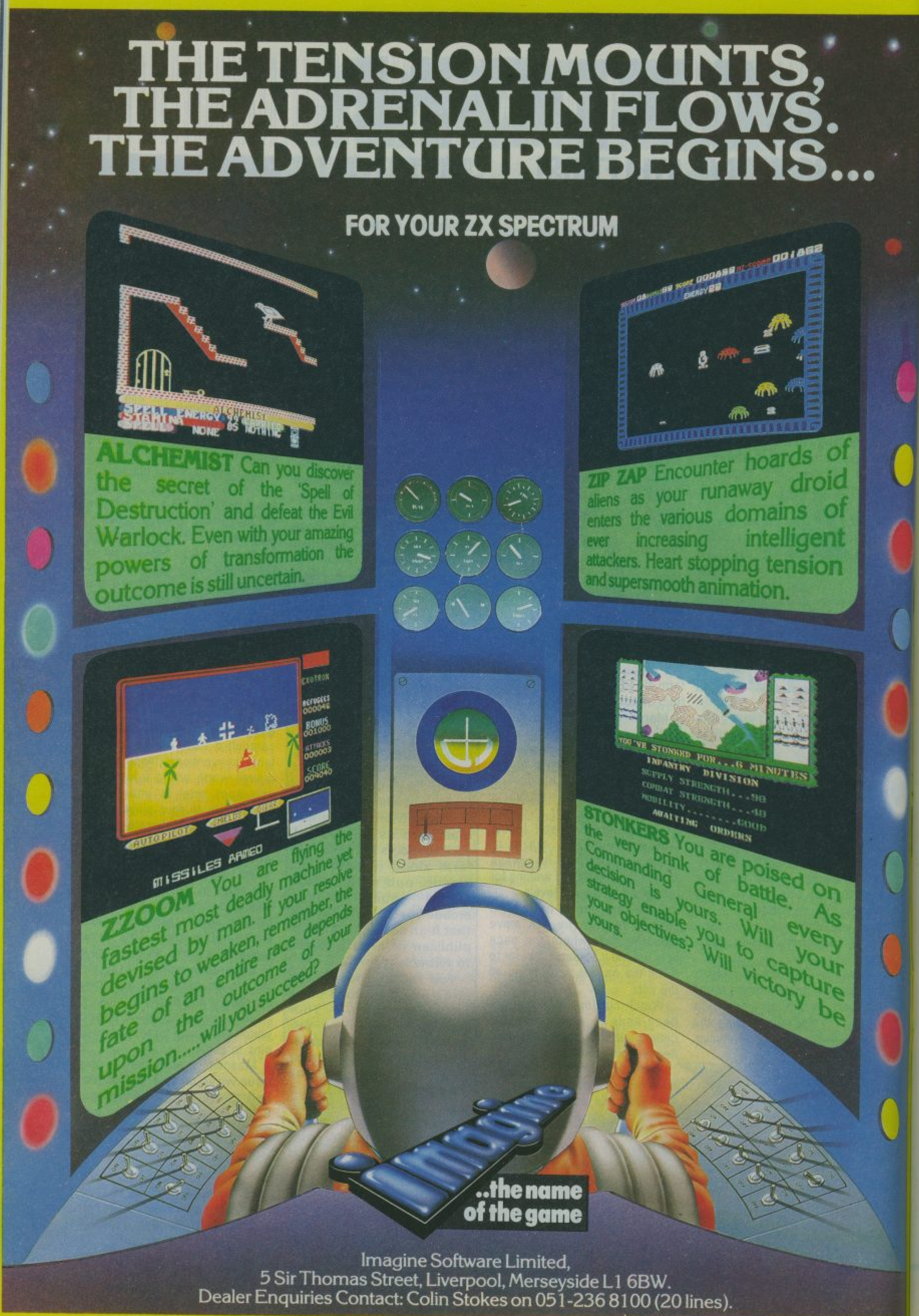
The playfield itself is fairly conventional with a group of three thumper-bumpers at the top, some interesting lane change features plus one of Bally's "saucers" — those little gizmos which trap the ball then catapult it back into play. It's a fairly conventional machine but is well worth taking a look at if you spot one in your local arcade. Up to four players can compete in this elaborate version of noughts and crosses by the way.

Next issue we hope to bring you news of the latest developments on the pinball scene after *C&VG*'s visit to the big arcade show in Blackpool. This show regularly features all that's new in the arcade world and all the top arcade names will be showing their brand new offerings.

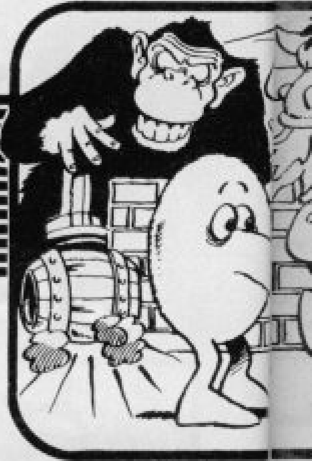
So if you are a pinball player, watch this space for the shape of pins to come!

Meanwhile, elsewhere in this issue we've taken a look at pinball converted to computers. Simon Hood of the Pinball Owners' Association takes a look at a version of video pinball for the Vic-20, and you'll also find reviews of versions of the game for the Atari 400/800 and the Dragon. Do they match up to the real thing? Turn to our reviews section to find out.

Illustration: Dorian Cross


THE TENSION MOUNTS, THE ADRENALIN FLOWS. THE ADVENTURE BEGINS...
FOR YOUR ZX SPECTRUM
ALCHEMIST Can you discover the secret of the 'Spell of Destruction' and defeat the Evil Warlock. Even with your amazing powers of transformation the outcome is still uncertain.
ZIP ZAP Encounter hoards of aliens as your runaway droid enters the various domains of ever increasing intelligent attackers. Heart stopping tension and supersmooth animation.
ZZOOM You are flying the fastest most deadly machine yet devised by man. If your resolve begins to weaken, remember, the fate of an entire race depends upon the outcome of your mission.....will you succeed?
STONKERS You are poised on the very brink of battle. As Commanding General every decision is yours. Will your strategy enable you to capture your objectives? Will victory be yours.
imagine
..the name of the game
Imagine Software Limited,
5 Sir Thomas Street, Liverpool, Merseyside L1 6BW.
Dealer Enquiries Contact: Colin Stokes on 051-236 8100 (20 lines).

VIDEO



CARTOONS FOR THE DRAGON'S LAIR FROM COLECOVISION

The hot new laser game — Dragon's Lair — has been licensed by Colecovision for conversion to their home video games system.

The laser disk game which introduced the new super hero, Dirk the Daring, has caused a storm in the arcades that have so far installed it.

The super detailed cartoon animation makes computer graphics obsolete, as you control Dirk on his swashbuckling adventure to rescue the beautiful princess held captive by the keeper of the castle.

The quest takes you through 38 booby trapped rooms, each with its own unique hazards and challenges. But what's really special about Dragon's Lair is the cartoon animation drawn by ex-Walt Disney man, Don Bluth.

When the Colecovision version appears in "mid 1984", Coleco have promised to bring out all the necessary hardware to make the game work.

This is likely to be some sort of home laser disk add-on for the Colecovision. As Coleco now have the rights to Space Ace, they seem to be concentrating their new arcade game licensing firmly in the area of laser disk games. Which all adds up to one thing — laser disk games on your Colecovision.

10,000 DOLLARS UP FOR GRABS!

Massive cash prizes are up for grabs in a prestigious new competition — The International Video Game of the Year.

The competition, which is being launched simultaneously, in 20 countries, is being sponsored by Video Games International Ltd, and carries a hefty $100,000 advance against worldwide royalties for the winning game, plus five further advances of $15,000 for winners in other categories.

The competition is expected to attract entries from the thousands of video games programmers and computer buffs around the world. The aim is "to discover new games which represent a breakthrough in basic creative and commercial flair," say the organisers. What they want to find is the new Space Invaders or Pac Man. But are they too late now that laser discs are invading the arcades?

The winners will be announced at the end of this year at a special ceremony in London which will be filmed for worldwide TV distribution.

The competition is divided into six categories, Sport, Simulators, Arcade, Strategy, Adventure/Fantasy, Special. The Special award will go to the best program which proves the best educational or entertainment value but cannot be classified as a game.

Apart from the prizes and advances paid, the winning authors will receive 10 per cent of all income from their programs.

Organisers of the awards say that the Video Game of the Year will become an annual event and have planned the next two award events for Cannes and Los Angeles.

Further information about the Video Game of the Year awards can be obtained from Mark Eliot, Video Games International Ltd, Pinewood Studios, Iver Heath, Buckinghamshire.

HERE ARE THE LUCKY WINNERS . . .

Many of you sharp-eyed gamesters had no difficulty naming the games in our January Colecovision competition.

We printed four screen shots of games from the Colecovision range and asked you questions about each one.

Question one was the hardest. It showed the Space Warp screen from the game Gorf.

But you didn't need to be Professor Video to tell us that Sega are the manufacturers of the arcade version of Zaxxon.

Kong fans sailed through questions three and four to tell us that picture number three is screen two of Donkey Kong, and that screen number four is the follow-up game to Kong — entitled Donkey Kong Junior.

The first three correct entries out of the *C&VG* memory bin were Chris Hall of Stone, in Staffordshire, Andrew Taylor of Dudley, West Midlands, and D. Chung of Mansfield in Nottinghamshire.

The lucky trio will each receive a Colecovision video games console and Turbo driving module and cartridge — the Coleco system comes with the excellent Donkey Kong cartridge.

Watch out for more name the games competitions and remember the biggest and best prizes are always in *C&VG*.

CHANGE OF IMAGE FOR IMAGIC

Imagic — the company behind the hit VCS game Demon Attack — have announced that they will no longer be marketing games under the company name.

Instead, Imagic will become a design software house selling their games to other companies in the video games business.

Imagic were dealt a body blow last month when their top designer — Rob Fulop — he of Demon Attack fame — announced he would be leaving the company.

The Imagic developments have followed a very shaky few months for the major American video games companies.

As profits tumbled and games sales remained stagnant, at least one company, Teleys said they would be withdrawing from the market.

Even the market leaders — Activision — reported a million dollar loss in their third quarter of trading on video games sales.

TOP TEN

1	**Battlezone** Atari
2	**Pole Position** Atari
3	**Donkey Kong** CBS
4	**River Raid** Activision
5	**Dig Dug** Atari
6	**Popeye** Parker Bros.
7	**Tutankham** Parker Bros.
8	**Galaxians** Atari
9	**Moon Patrol** Atari
10	**Beam Rider** Activision

GYRATE WITH THE GYRUSS

Taito's new arcade hit Gyruss is about to emerge from the Parker Brothers' stable converted for the Atari VCS and the ColecoVision.

Many of you will remember Gyruss as the Mystery Machine that was launched at the 1983 Computer and Video Games Arcade Player of the Year championships.

The super fast shoot-'em-up with the spinning aliens adds a completely new dimension to videogaming.

You control a craft that spins through 360 degrees around a black hole. The aliens are coming at you relentlessly from the black void.

Speed on the fire button and quick directional spins are required to chalk up the mega score on Gyruss. The spinning effect almost makes you dizzy as you blast the enemy.

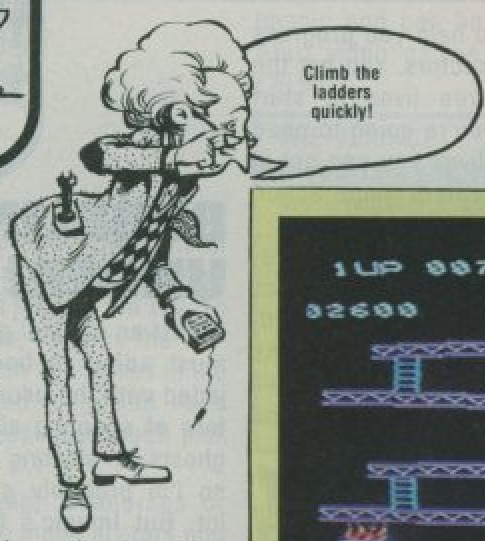
Also in the pipeline from Parker's arcade — cloning plant — Atari's Star Wars game. This version of Star Wars puts you at the controls of the Millenium Falcon hurtling down the tunnel of the Death Star with Darth Vader at your tail.

The games are having the finishing touches added at the moment and are expected in the shops in May — for Atari VCS and ColecoVision.



GAMING

KONG IS STILL KING OF ARCADE CONVERSIONS!



Hello again! I hope you are finding my tips on video gaming useful in getting those scores that impress your friends! This time I've decided to look at another classic video game to come in from the arcade — Donkey Kong.

That giant gorilla has inspired a thousand imitators and is still a best selling game around the wide video playing world. The version I'm looking at here is for the ColecoVision system — one of the most faithful copies of the original. But the tips will apply to most other home video versions of this classic climbing game.

Coleco give away the Donkey Kong cartridge with their system — so many of you might just have found one in your Christmas stocking! Anyway here we go with those hints and tips . . .

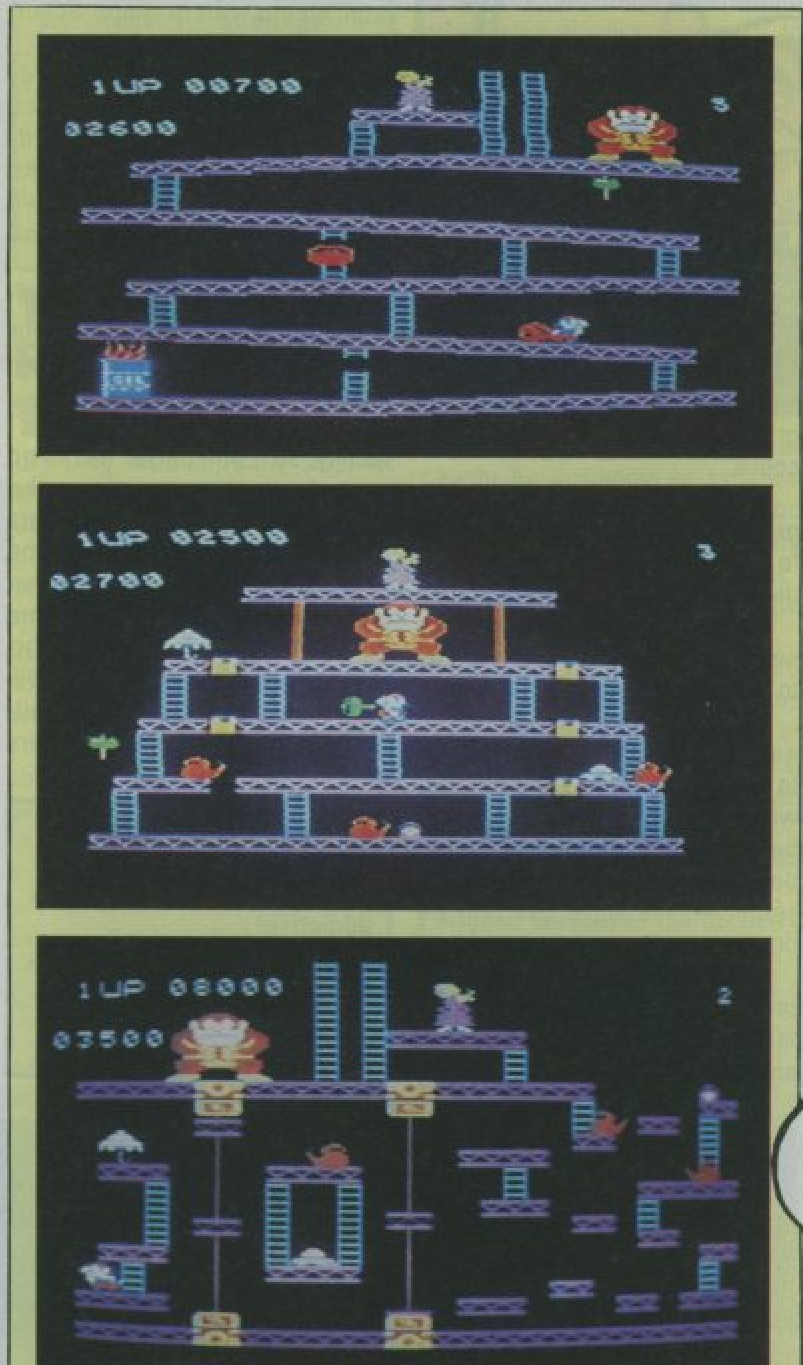
The Coleco version features three of the original arcade Kong's four screens. These are the Ramp screen, Rivet screen and Elevator screen. Each pose their own particular challenge to the player.

The game kicks off with the Ramp screen. Kong stands at the top guarding Mario's beautiful girlfriend — and throwing barrels down the ramps to prevent little Mario grabbing his girl back from the arms of the great hairy ape. Don't you feel for the poor little chap? Sorry! Back to the game . . .

The aim in the first screen is to get to the top of the ramps as quickly as possible, by climbing the first complete ladder you come to on each level.

You can hide up the ladders while barrels make up their minds which way they are going to roll.

The key part of this screen is the final run up to the ape's girder. You have to time your flying jump over the last barrel before climbing to Kong's level with great care — otherwise Mario has gone all that way for nothing! And the only advice I can give you here is to practise which — as we all know — makes perfect video game players!



Then comes the Rivet screen. Here you have to grab all the rivets as quickly as possible — only grabbing the objects which appear for bonus points if they happen to be in the path of your game pattern.

Remember your bonus point timer is ticking away at the top of the screen and the extra points you pick up by grabbing a prize might not make up for the time bonus you've lost.

I advise attempting to move to the right hand side of the screen — picking off the rivets and trapping the deadly fireball at the same time. It can't follow you once you've created a gap in the girders. Then rush back to the left hand side of the screen and clean up the rivets there — picking up the bonus umbrella as you do so.

Once you've removed the sixth rivet, the Elevator screen flashes up before your eyes.

This is probably the most challenging screen of the game — with those moving lifts adding a hazard or two in Mario's quest to rescue his girlfriend.

Starting on the left hand side of the screen, hop up onto the up elevator and jump right to the suspended girder section — where a fireball lurks. You can fool the fireball by dodging up and down the ladders giving you more time to make it to the down elevator in the centre of the screen.

Going down! Jump off into the jumble of girders and gaps on the right hand side of the screen and quickly leap up to the girder section below the ape's level — avoiding the fireball in the top right hand corner of the screen.

Another fireball guards the ape's girder. But again you can fool it by dodging up and down on your ladder. This gives you time to nip up onto Kong's girder — and up to the girder where Mario's girl stands waiting.

Professor Video reckons speed is essential in defeating Kong! But maybe you know better? Remember I want to hear from you if you've got any hints or tips on playing home video games. More helpful hints next issue. Bye for now!



VIDEO





RIDE THOSE WILD BEAMS!

Activision consistently manage to bring out good games — and their latest for the Intellivision called Beamrider is no exception.

Activision have managed to breathe new life into the space shoot-out theme with this fast and addictive addition to their range of games for the Mattel system.

The game begins with your spaceship within the hangar deck of a vast spacecraft. Press the game action button and the hangar doors open to reveal a scrolling grid. Your ship launches into space and soon enemy saucers appear on the horizon racing toward you and then dodging away after dropping deadly photon bombs.

Take a look at the top of the screen where the battle computer readout gives you the number of alien craft in that sector. Blast them with your laser lariat bolts and then watch for the Sector Sentinel which cruises across the top of the grid — only one of your three torpedoes can destroy it so take careful aim along the grid and blast it for a bonus score.

The Sentinel is protected by green blocker craft so you'll have to dodge around these to get in the killer shot.

Then you're off into the next sector with more sinister aliens to defeat!

A new danger is added in each new sector you reach — up to sector 14. Some you can blast with your laser, some can only be destroyed using your torpedoes — you only get three per sector — and some can only be dodged.

Occasionally yellow rejuvenators will float through the grid matrix — if you manage to catch one with your craft, you'll win a bonus ship to help you progress through the sectors. You get the regulation three lives to start with — but you're going to need all the extra lives you can get in later stages where game action starts to speed up.

Beamrider is a nicely presented game with good graphics — but I've got one gripe. I would-'ve liked to be able to move the spacecraft up the grid as well instead of just moving it left and right.

A nice touch is that you can play the game with up to four people — another original Activision innovation.

There is also a "drop out" facility, so if one player has to go away for tea or something, the Intellivision automatically omits the player and adjusts the game accordingly — neat eh? You can also freeze the action at any time during the game.

Beamrider from Activision will set you back £29.95 and is available from Intellivision dealers now.

THE VERDICT
A great addition to the Intellivision game catalogue. Very addictive!

- **Action** ⊥⊥⊥⊥
- **Graphics** ⊥⊥⊥
- **Addiction** ⊥⊥⊥⊥
- **Theme** ⊥⊥⊥

BUBBLING UNDER!

At last an original game theme! I must admit to becoming a bit jaded with the usual video game fare of shooting aliens, dodging ghosts or blasting tanks. OK — so I'm probably generalising a lot. But Imagic's latest for the Atari VCS struck me with its originality.

Here's the general idea of the game. An evil undersea race, the Titans, have imprisoned Neptune's daughter, the beautiful mermaid Neptina.

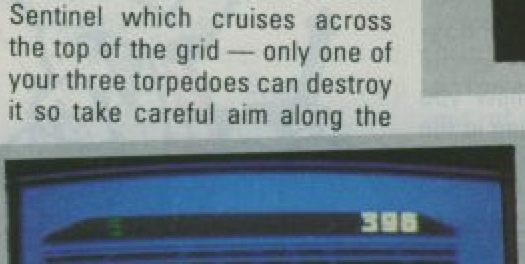
You take the part of Proteus, a member of Neptune's watery royal court, and set off to rescue Neptina from the underwater cage the Titans have built as a mermaid trap!

Proteus takes the form of a dolphin to avoid the attentions of the Titans — but he can also change into a seagull to patrol the skies above the oceans.

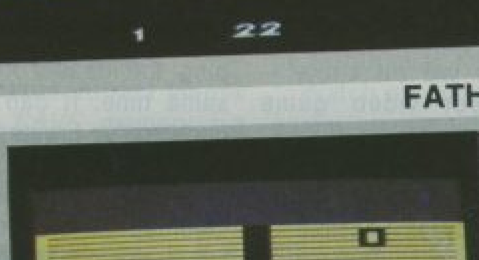
The aim of the game is to help Proteus find the three pieces of Neptune's missing Trident — as only this can free Neptina from



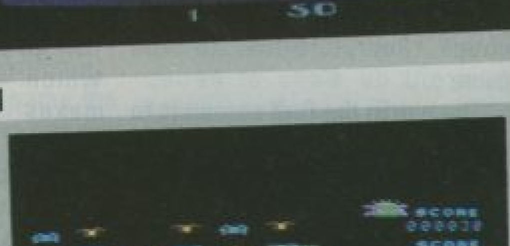
FATHOM



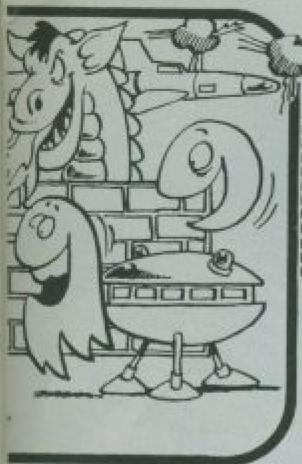
BEAM RIDER



DIG-DUG



SPECTRON



the Titan's cage.

The keys to finding the bits of the Trident are magical starfish in the sea and stars in the sky. To discover these, Proteus the dolphin must touch seahorses in the sea and, when disguised as a seagull, Proteus must touch pink clouds in the sky.

Touch enough seahorses or clouds and the magical stars and starfish are revealed. Touch the stars and starfish and Proteus gets one of the missing bits of the Trident.

But there are enemies in the sea and sky — nasty octopi and intelligent bits of seaweed hinder the Proteus' search underwater, while blackbirds patrol the skies.

Once you've managed to get the Trident and rescue Neptune's daughter, you move onto another level, which opens up new horizons. Your seagull has to fly further to get those all important stars and the dolphin has to dive deeper to get the starfish and seahorses. All the time you have to keep an eye on your energy level. Touching seahorses and clouds keeps your energy high — but hitting an octopus, seaweed, blackbird or black cloud drains your energy.

Fathom is a game of strategy and action. You need to work out the best time to transform from bird to dolphin and vice-versa, where to find the starfish and stars, and how to keep that energy level high enough to keep going.

The graphics must be among the best around for the VCS — although the sound effects are a bit limited.

The game is well presented with an informative instruction leaflet which includes tips on how to survive the first level of the game — invaluable for a beginner attempting to get into the game for the first time. You do have to read the instructions carefully to get the most out of the game.

This leaflet promises a special surprise if you manage to free the mermaid Neptina seven times. I can't wait!

Fathom is available now from Imagic and can be found at all Atari video games stockists at £29.95.

THE VERDICT

If you fancy a change from the regular offerings — check Fathom out. We think it will keep you amused for some time!

- **Action** ⊥⊥⊥⊥
- **Graphics** ⊥⊥⊥⊥
- **Addiction** ⊥⊥⊥⊥
- **Theme** ⊥⊥⊥⊥

YOU'LL REALLY DIG THIS!

Dig-Dug was a really popular arcade game — and now Atari have converted it for the VCS it's going to be just as popular among home video gamesters!

Atari's latest release for their 2600 system brings all the thrills of the arcade game into your front room.

Personally I've always felt that the man who invented a game which involves sticking an airline into a defenceless creature and then blowing it up until it explodes was a prime case for the League Against Cruelty to Aliens — but whatever turns you on I suppose!

For those of you who haven't seen Dig Dug in your local arcade, here's the general idea. You take the part of Dig Dug a super-gardener who burrows underneath his vegetable patch to stop the nasty meanies getting to the surface and eating his prize veggies.

These meanies are the balloon-like Pookas and a sort of mini-dragon creation called Fygar. Fygars can breathe fire and are an added underground hazard.

You guide Dig Dug through the earth beneath his garden chasing the meanies — which can be found in underground caverns. The meanies also have the ability to transform themselves into ghost-like forms, moving at will through the earth and ganging up to chase poor old Dig Dug.

Dig is armed with an airpump with which he can either just stun or destroy the meanies by blowing them up until they explode. Nasty!

He can also lead the meanies under strategically placed rocks. Once he's dug a tunnel under them, they fall — crushing whatever is stupid enough to stand underneath it. Dig included if he's not quick enough.

This VCS version of the game includes a beginners' level which gives new players a chance to get to grips with the game before braving the dangers of the game proper.

You earn points for the number of meanies you kill off and for how much earth you dig in your underground adventures. Once you've cleared one screen of meanies, you move onto the next with more of the nasty little creatures to deal with.

You get four lives to start with — and lose them if you get caught by a meanie or crushed by one of your own rocks. You can earn bonus points by picking up the fruits which appear, Pac-Man-style, in the centre of the screen.

Dig Dug is going to prove popular with maze game fans everywhere. It's available now at a rather pricey £29.99. Oh yes, there's also a nice arcade-style opening intro screen too!

THE VERDICT

A good version of the arcade classic with good graphics.

- **Action** ⊥⊥⊥
- **Graphics** ⊥⊥⊥
- **Addiction** ⊥⊥⊥⊥
- **Theme** ⊥⊥⊥

INVADERS MAKE A COMEBACK

"Oh, no! It's Trevor!" But instead of retreating in horror up the screen, they continue to march down in waves, on and on . . . Sounds familiar, doesn't it?

Many aeons ago there was once a game called Space Invaders which changed the course of civilisation. People went mad. Those little green nasties became an international craze and even put an end to conversation in pubs all over this country.

But that was a long time ago, so why have Spectravideo cloned this age-old idea when they could have produced something really new and innovative? Admittedly, they have included some new details, but is this enough we ask ourselves?

Not content with little green meanies slowly working their way down towards death and destruction, Spectravideo have incorporated some beautiful graphics into the game — and at least the meanies are orange and blue and no longer green!

The game is set against the backdrop of a space city with your laser base in the foreground. The nasties make their way down the screen in the traditional method, showering you with dozens of bombs, each one guaranteed to break through the city's defence shields or blast you to smithereens.

You'll notice an addition to the game in level four — this is when it stops being a game and war is waged in deadly earnest. There are two types of aliens, the fairly innocuous Hobbits and the more evil-minded Sinkers.

The Hobbits behave in the usual manner, but the Sinkers uncharacteristically jump out of formation and weave and dart all over the place laying whole strings of bombs as they go. They are the ones to watch, if you want to avoid death.

If you don't manage to catch them before they reach ground level, they'll dart into the tunnel where your laser base is situated and lay a mine. Once nine mines have been laid — BOOM! — the city blows up and unfortunately you with it!

Your laser base has limited up and down movement in the tunnel and you'll need to make full use of this facility to dodge the aliens as they come crawling down the tunnel towards you.

The watch towers on the outer edges of the city will start to flash when you are down to less than three laser bases — a good indication that you're nearing the end of the game.

The pretty graphics aside, Spectravideo's Spectron is really nothing to shout about and priced at around £30 it isn't quite up to the high standard of software ColecoVision owners are used to.

THE VERDICT

Nice graphics, but the game lacks originality.

- **Action** ⊥⊥
- **Graphics** ⊥⊥⊥
- **Addiction** ⊥⊥
- **Theme** ⊥


Mystery of Munroe Manor
You find yourself wandering the misty moors when you come across the gates to Munroe Manor. Old man Bastow has disappeared but reports persist of his wealth hidden somewhere in the manor . . . The baying of hounds from within the grounds bring to mind tales of wandering ghosts and hidden traps. You, our intrepid friend, are about to attempt to solve this mystery . . . and live! A full graphic adventure containing 70 different screens displaying each location or action during the game.
CBM 64 – £8.50
Mystery of Munroe Manor available late February
SEVERN SOFTWARE
MORIA
FOR 16K/48K SPECTRUM
Moria A challenging adventure game set in the mines of Moria. You'll have to try and survive encounters with the monsters of middle-earth while trying to locate Durins Ring. The Wizard and Trader may help or hinder you on your journey to find and ope the hidden doors to freedom – a game tha will really test your character and staying power.
Oric Author – Adrian Sheppard
Spectrum Author – Mike Howard
Oric-1 48K – £6.95
Oric Atmos – £6.95
Spectrum 16/48K – £4.95
Jogger Guide your joggers acro a 4-lane motorway and croco infested river to reach their sa haven through the gap in th fence. Each time a jogger safely home the next one have to encounter more lorries and cars on the motorway but fewer crocodiles and logs the river. Full on-scr instructions. M/code sound effects and action colour graphics.
Oric Author – Adrian Shepp
Spectrum Au
– Mike How
Oric-1 48K – £6.95
Spectru 16/48K
ARCADE ACTION
DINKY KONG
SEVERN SOFTWARE
FOR ORIC 48K
Dinky Kong
Attempt to rescue your lovely girlfriend who is held captive by the angry gorilla. As you climb the connecting ladders and move along the gangways, the gorilla will be throwing barrels and fireballs at you! The only way to reach her is to leap over these obstacles and progress to the top. M/code action with sound effects, full colour action graphics, skill levels, etc.
Author – Adrian Sheppard
Oric-1 48K – £6.95
SEVERN SOFTWARE
QUINCY
FOR 48K SPECTRUM
ARCADE ACTION
JOGGER
SEVERN SOFTWARE
FOR 16K/48K SPECTRUM
Quincy A superb dice game for 2 to 6 players. 3 throws per go to try and score points by obtaining certain combinations, i.e. 3 of a kind, a run, pairs, etc. 13 go's to complete a game. The highest score is the winner! It's a game that is easy to learn but can be won by skilful and thoughtful play. Full colour graphics, on-screen instructions, bonus scores, etc.
Author – Tony Churcher
Spectrum 48K – £4.95
SEVERN SOFTWARE
Encounter
FOR ORIC 48K
Encounter A complex and intriguing classic-style text adventure. A Girl has been kidnapped by thugs – your job is to locate and rescue her! Everything you need can be found in the game but sometimes you may have to manufacture items. Chemistry knowledge will help! Most commands are verb followed by noun although abbreviations can be used. If the alarm sounds you have twenty moves to stop it before you too are caught. It's worthwhile making a map noting what you find and where as the time limit is only 500 moves.
Oric-1 48K – £7.50
Oric Atmos – £7.50
CBM 64 – £7.50
Spectrum 48K – £5.95
RISE TO THE
Grail You have been chosen to seek a recover the Holy Grail from the Castl Perilous. Throughout the course of th task you will have to use your skil intelligence and logic (along wi little luck) as you encounter ma foes. You will have the opportu to gather weapons and armo to fight with, but if you are wounded your strength wil drain away – many other features such as warp, jewels, etc.
Author – Adrian Shepp
Oric-1 48K – £6.95
Oric Atmos – £6.95
ARCADE ACTION
LONE RAIDER
FOR ORIC 48K
SEVERN SOFTWARE
SEVERN SOFTWARE
GRAIL
FOR ORIC 48K
Lone Raider As Captain of the spaceship 'Lone Raider' your mission is to save earth from the alien Zugs, who are aiming to destroy all forms of intelligent life in the Universe. The 'Lone Raider' possesses formidable weaponry such as phaser cannons and neutron bombs. Armed with these you will need to battle through the planetry defences to seek the mother ship. She is heavily guarded and your chances of surviving long enough to even glimpse her are slim . . . Superb graphics, volume control, hi-score, 4 screen scenarios, missiles, fuel dumps, mines, sharks, octupi, mother ship, etc. Can be played with keyboard or joystick using the Pase Ltd interface.
Author – Adrian Sheppard
Oric-1 48K – £7.50
Oric Atmos – £7.50

OUR HALL OF FAME GAMES

PLANETOIDS

Acornsoft's brilliant version of Defender for the BBC. At Acornsoft Neil Raine holds the top score of 408,000 — beat that!

MINED OUT

Quicksilva's highly rated game for the Dragon 32.

ARCADIA

One of the best selling games around from Imagine. You can enter on the Spectrum or Vic versions — but don't forget to tell us which?

JET-PAC

The game that made Ultimate a top name in the world of games software overnight and which is rapidly becoming a cult game. For the Spectrum and Vic.

DIAMOND

English Software have high hopes for this mining game and are even offering a diamond as a prize! For the Atari owner.

KRAZY KONG

The best version of Donkey Kong we've seen for the Vic. From Anirog.

THE PYRAMID

The Pyramid has Fantasy's unique high score verification system built into the game. Help Ziggy beat the nasties.

MANIC MINER

Sheer addiction for the Spectrum from the Bug Byte people.

SPLAT

Help Zippy survive in this extremely playable game from new games company Incentive Software.

ZALAGA

Space age action from Ardvark for the BBC.

ATIC ATAC

A great new graphic adventure-style game from Ultimate.

3D DEFENDER

Malcolm Evans' game for New Generation Software which set new standards for graphics on the ZX81.

(On The Pyramid, please send your high scores direct to Fantasy at the address on the cassette inlay and NOT to *C&VG*. Fantasy have their own way to verify scores.)

JET PAC

1) Jonathan Jones, Solihull, West Mids — 7,306,857
2) Elliot Potts, Herne Bay, Kent — 5,747,530
3) Carl Hornsey, Brighton, Sussex — 5,702,460
4) Michael Stuart, Ballymoney, Co. Antrim — 5,653,775
5) D. Lawrence, Cambridge — 5,608,180

MANIC MINER

1) Daryl Unwin, Camberley, Surrey — 5,000,083
2) Paul Rattray, Kinnoull, Perth — 2,642,037
3) Julian Rignall, Dyfed, Wales — 2,000,923
4) A. Procter, Leeds — 1,970,815
5) Stephen Lynch, Wallasey, Merseyside — 1,763,590

PARSEC

1) C. Sutton, Stoke on Trent — 1,588,300
2) Simon Taylor, Cambridge — 1,358,700
3) Marc Watson, Bristol — 1,252,100
4) Peter, Sheffield — 1,222,700
5) Michael Tyrie, Whitley Bay — 1,119,000

THE PYRAMID

1) Scott Hamilton, Lanarkshire, Scotland — 136,616
2) Graham Phillips, Chippenham, Wilts. — 136,233
3) Steven Lea, Sheffield — 136,022
4) Simon Hawkins, Cheltenham, Glos. — 135,999
5) Michael Grove, Birmingham — 135,934

PLANETOIDS

1) Paul Dhonan, Reigate, Surrey — 696,200
2) Seth Christopher, Willaston, S. Wirral — 694,300
3) Matthew Constable, Andover, Kent — 682,800
4) Peter Harrison, Exeter, Devon — 593,550
5) Calvin Lawrence, Peterborough — 582,225

How many times have you managed to reconstruct the Jetman's rocket ship? Can you defeat the Mutant Telephones in Manic Miner? Have you saved the universe from the Parsec aliens?

Well, if you reckon you are a computer games ace you're a prime candidate for our **Hall of Fame** — *C&VG*'s answer to all of you hi-scorers who thought you didn't have anything more to prove!

We've selected some top games from top software companies and now we're inviting YOU to send in your top scores on our **Hall of Fame** games. All the games have been tried and tested by a review team — and all of them are fast, challenging and good value for your precious pocket money.

You can spot *Computer and Video Games* **Hall of Fame** cassettes in your local computer store because we've had some special stickers printed which the software companies are sticking on to our *C&VG* approved games.

So if you are looking for a value-for-money game that will keep its challenge, stay fresh and challenging as the day you first loaded it into your micro for months and months, check out those tapes with a *C&VG* sticker about their person first!

Meanwhile, if you think you qualify as a top scorer on one of our **Hall of Fame** Games — listed elsewhere on this page — then fill in our **Hall of Fame** coupon, get it signed by a witness and stick it on a postcard. Then all you have to do is mail it to **Hall of Fame**, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

In the New Year we'll invite some of the best top scorers along to a grand finals to prove their skills in the spotlight. In the meantime we'll be printing the top five scorers in our **Hall of Fame** selection each issue.

And each month we've got a *C&VG* "The Champ" t-shirt to give away to the top scorer on each game featured on this page. Your score doesn't have to be better than the one we printed the issue before — it simply has to be the highest we've received in time for our current issue's deadline.

We'd also like to hear from you if your favourite game isn't included in the **Hall of Fame** line-up. Maybe you'll persuade us to squeeze it in!

C&VG's HALL OF FAME

Name . . . .
Address . . . .
Tel: . . . . I scored . . . .
Game . . . .
It took me (approx.) . . . .
Witness's name . . . .

HALL OF FAME

CHART TOPPERS

	SPECTRUM	ZX 81	VIC-20	ATARI 400/800
1	ATIC ATAC (Ultimate)	KRAZY KONG (PSS)	WIZARD AND PRINCESS (Melbourne House)	POLE POSITION (Atari)
2	LUNAR JETMAN (Ultimate)	3D MONSTER MAZE (New Generation)	CRAZY KONG (Interceptor)	DONKEY KONG (Atari)
3	ANT ATTACK (Quicksilva)	FLIGHT SIMULATION (Psion)	ARCADIA (Imagine)	DIAMONDS (English Software)
4	MANIC MINER (Bug Byte)	FOOTBALL MANAGER (Addictive Games)	WACKY WAITERS (Imagine)	ZAXXON (Datasoft)
5	CHEQUERED FLAG (Psion)	3D GRAND PRIX (Artic)	GRIDRUNNER (Llamasoft)	DIG DUG (Atari)
6	VALHALLA (Movisoft)	MAZE DEATH RACE (PSS)	SKYHAWK (Quicksilva)	COMPUTER WAR GAMES (Thorn EMI)
7	COOKIE (Ultimate)	HANG GLIDER (Suncom)	MATRIX (Llamasoft)	SUSPENDED (Infocom)
8	ZZOOM (Imagine)	ZX CHESS (Artic)	SARGON II (Chess)	FORT APOCALYPSE (Synapse)
9	TRANS AM (Ultimate)	SEA WAR (Panda)	BEWITCHED (Imagine)	NECROMANCER (Synapse)
10	SCRABBLE (Psion)	PROTECTOR (Sinclair)	GORF (Commodore)	LEGGIT (Imagine)

	COMMODORE 64	DRAGON 32	BBC B
1	THE HOBBIT (Melbourne House)	PETTIGREW'S DIARY (Shards Software)	THE HOBBIT (Melbourne House)
2	RADAR RAT RACE (Commodore)	MINED OUT! (Quicksilva)	MISSILE CONTROL (Gemini)
3	ARCADIA (Imagine)	THE KING (Microdeal)	SALOON SALLY (Psion)
4	CRAZY KONG (Interceptor)	TALKING ANDROID ATTACK (Microdeal)	MR MEN (Mirrorsoft)
5	PURPLE TURTLES (Quicksilva)	CUTHBERT GOES WALKABOUT (Microdeal)	SNOOKER (Visions)
6	AQUAPLANE (Quicksilva)	GRIDRUNNER (Salamander)	SNAPPER (Acornsoft)
7	3 DEEP SPACE (Postern)	FROGGER (Microdeal)	PHILOSOPHERS QUEST (Acornsoft)
8	METAGALACTIC LLAMAS (Llamasoft)	NIGHT FLIGHT (Microdeal)	HUNCHBACK (Ocean)
9	SUPER DOGFIGHT (Terminal Software)	CUTHBERT IN THE JUNGLE (Microdeal)	737 SIMULATOR (Salamander)
10	CAESAR THE CAT (Mirrorsoft)	LOST IN SPACE (Salamander)	KILLER GORILLA (Micropower)

Computer and Video Games charts page certainly seems to give a true indication of the best value-for-money games around, judging by the results of our Golden Joysticks Awards.

The Hobbit, which is still at number one for both the BBC and Commodore 64, won the award for Best Strategy Game and Manic Miner by Bug Byte won the award for Best Arcade style game.

Further more, Ultimate Play The Game, who have consistently done well in our charts, not only won the award for Software House of the year 1983 but also that for the Game of the Year 1983 with their game Jet Pac. As you can see they continue to dominate the Spectrum charts with Atic Atac and Lunar Jetman.

Finally, Imagine, with their game Arcadia still going strong in both the Vic-20 and Commodore 64 charts, carried off the award for the Best Original Game with Ah Diddums.

There are still lots of great games bubbling under the charts too, so keep your eyes glued to this space for further developments.



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REAL TIME GAMES DESIGNER
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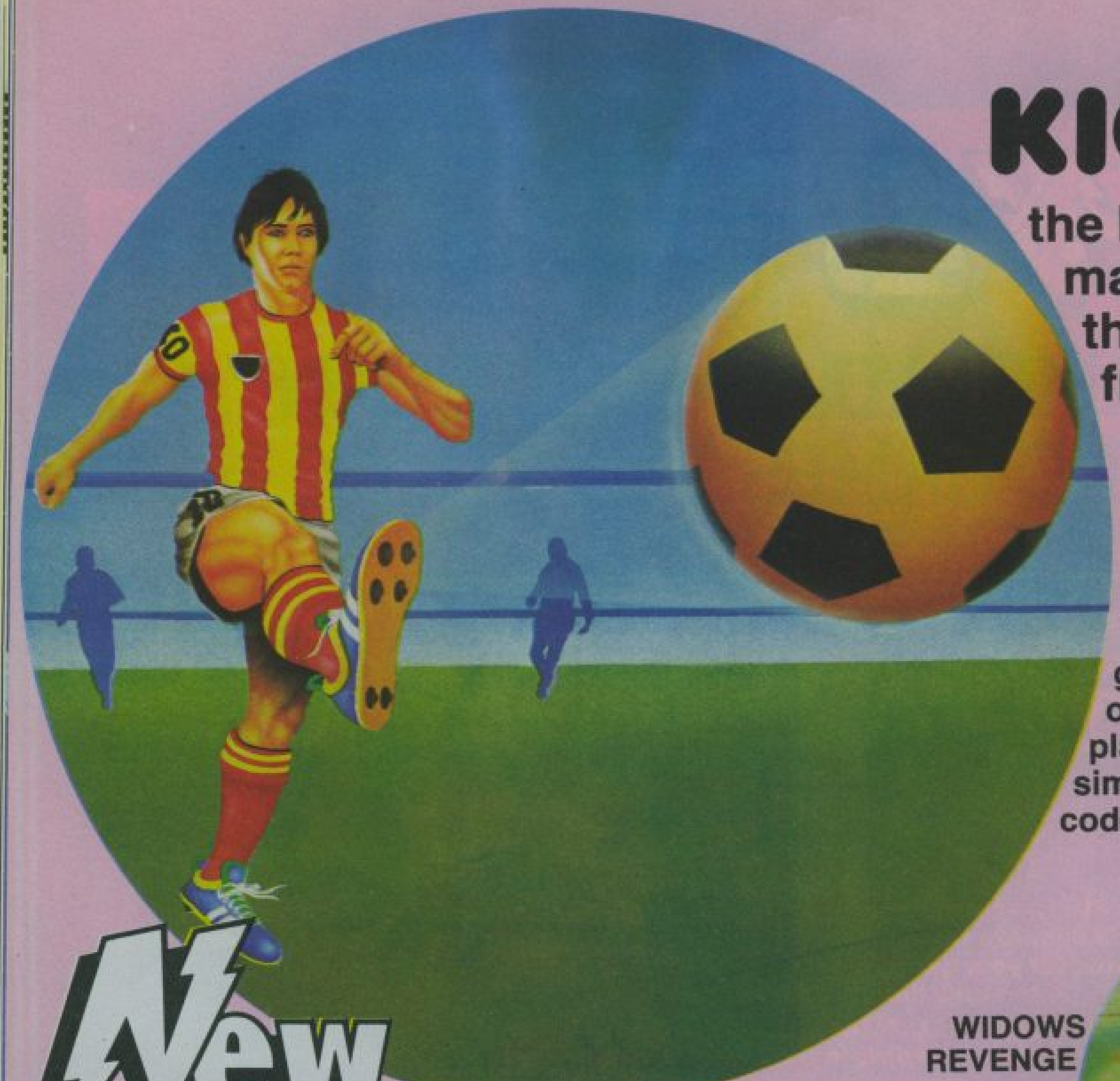
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KICK~OFF

the latest in the line of magical programs for the Commodore 64 from bubble bus

A unique game based on the famous Table Football game with moving rods through the players. Amazing graphics and music. For one or two players. Two players use two joysticks simultaneously. Machine code.

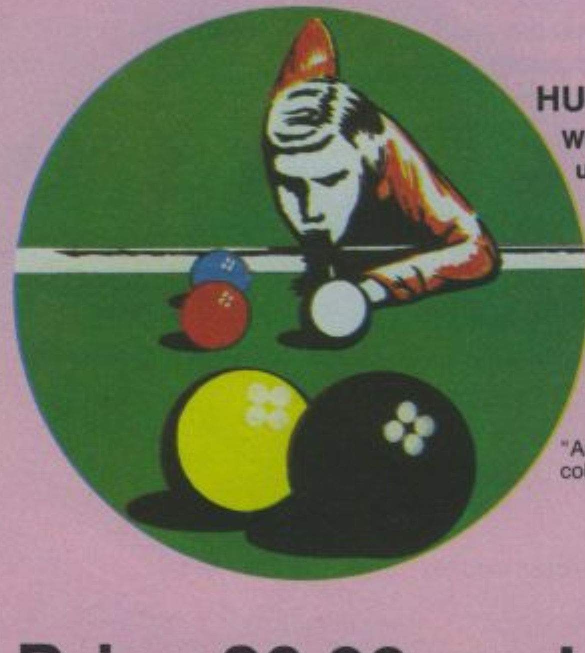
New



New

WIDOWS REVENGE

Similar to our 'Best Seller' Exterminator, but this game fires back! Obliterate all of the Widows Warriors but watch out for Photon Webbs and devious Egg Layers. Machine code.



HUSTLER

Written in machine code and using Sprite graphics HUSTLER takes the 64 to its limits. There are six 'pool' type games for one or two players, high scores kept and super music. Machine code. See the great press reviews. You won't find a more realistic snooker type game.

"Another gem – a must for the collection"
Commodore Computing



EXTERMINATOR

Definitely one of the best arcade action games around for the 64. Shoot the worm and everything else in the garden whilst avoiding the deadly spider and swooping eagle. Machine code using high resolution and Sprite graphics with excellent sound. Beware, it's very addictive.

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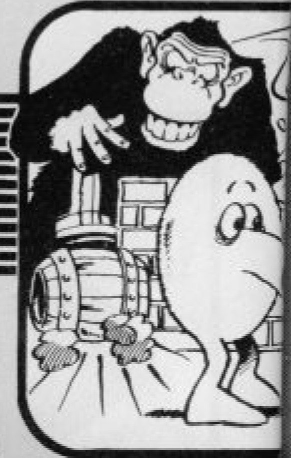
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VIDEO



WHICH STICK? WE PRESENT THE RESULTS OF OUR JOYSTICK SURVEY



A computer without a joystick is like a canoe without a paddle. No self respecting games player would want to be without a decent stick for his machine.

Opinions vary as to the best stick and video games players are like seasoned tennis pro's, when it comes to choosing their favourite.

At *C&VG* over the last few weeks we've tested just about every stick on the market to bring you this comprehensive guide to the best sticks around.

We have tested the sticks for responsiveness, ease of grip and fire, robust construction of casing, attractiveness, and value for money.

1 ARCADE PROFESSIONAL

The Arcade Professional has a real arcade look and feel to it.

Based on the controllers from an actual arcade game, the Professional comes in a shiny black metal case.

It sits on a hard surface or on your lap with a foam base to protect your parents' best coffee table.

Just like an arcade machine there are two fire buttons — useful in games like Scramble where you have to bomb as well as fire.

The Arcade Pro is as responsive as any of the other sticks we tested. The fire buttons are true arcade style alien blasters — as large as five pence pieces and dish shaped to avoid "finger-slip" — that dreaded affliction known to all vid kids!

The Arcade Professional can be opened up to alter the stick's movement — four directions for maze games and eight directions for shoot-'em-ups.

> THE VERDICT
> Robust stick which can actually be repaired unlike some of the plastic throw-away sticks on sale. This advantage, however, makes the Arcade Pro dearer at £38.50. Nice design — will make your friends go green with envy!

2 QUICKSHOT

The Quickshot range of joysticks are the slickest, most futuristic sticks on offer.

The original Quickshot stick with its long helicopter-style grip keys makes it easy to hold.

Rubber suction pads on the base of the stick also make it easier to use — particularly with maze games where you can benefit from the stick being firmly secured to a solid base.

Two fire buttons — one at the top of the shaft for thumb firing and another at the base of the stick — for you to choose your most comfortable fire position.

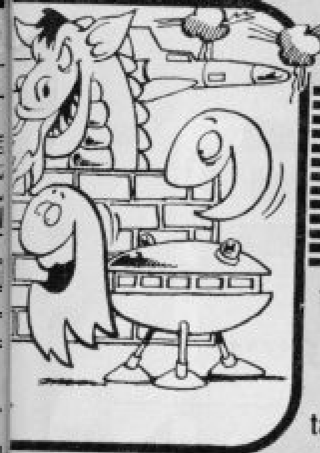
> THE VERDICT
> Good sturdy construction and comfortable grip. The stick scores best on shoot-'em-up type games where the shaft-mounted button is a real bonus. The bulkiness of the shaft makes the playing of maze games a little more difficult. One of the better sticks — retailing at £11.95. Compatible with Atari 400, 800, 600XL and VCS — will also work with Spectrum through the Sinclair interface.

3 QUICKSHOT II

Spectravideo's Quickshot II must be one of the best arcade-style sticks around for video gamesters. Its solid design promises hours of trouble free playing. And you can use it with the Atari VCS, or Atari home computers, the Vic-20, CBM 64 and many others.

The Quickshot II has a number of interesting features. Starting from the top of the aircraft style stick grip, you'll find the primary shooting button — for those games players who like to blast away using their





GAMING

thumbs. Below this is a trigger style fire button which lets those weary thumbs take a rest!

Spectravideo say that the moulded stick grip is "ultra-ergonomic" — and who are we to contradict them. Suffice it to say that the stick is comfortable — even after an extended session of River Raid!

The base of the stick is very sturdy and has a neat little innovation built in — an Auto-Fire switch. This allows you to unleash a continuous stream of bullets by simply locking the shooting mechanism.

To make the stick stable, there are four powerful suction cups on the bottom of the base — this allows you to play one-handed. And the stick won't come unstuck even during the most exciting space battle!

The Quickshot II is available from Spectravideo stockists and costs £12.95.

> THE VERDICT
> A winner from top to toe. The *C&VG* joystick jury voted the Quickshot II the best stick to come into the office for same time.

4 RED BALL

America's favourite deluxe controller (or, as they call them in the US, "gourmet stick"!) is the Wico range of sticks.

It's easy to see why these sticks have been such a success across the water. They are sturdy, responsive, and built to last.

The top of the Wico range is the Red Ball controller at £27.95. This is one of the most responsive sticks we tested — with a steel shaft, and fire buttons mounted on the base and the ball at the top of the shaft.

Slightly cheaper than the Red Ball is the Wico Extended Lever stick. This has an extremely long control shaft, though unlike the Red Ball it only has a fire button on the base.

The cheapest of the Wico sticks is the £16.00 Boss. It has a moulded grip which makes it comfortable to use. A well sprung fire button is mounted at the top of the shaft.

> THE VERDICT
> Wico sticks are generally regarded as the "Rolls-Royce" of video game controllers. If you can afford to fork out £27.95, you'll get no finer stick than the Red Ball — the Extended Lever and Boss are also excellent sticks at a slightly more affordable price.

5 TRAK BALL

Trak Ball controllers introduce a new specialist element to video-gaming. Like a professional golfer carefully selecting a certain iron to match the conditions of the green, so a true video games superstar will reach for a Trak Ball to play in certain games — such as Centipede, or Missile Command.

The Trak Ball offers precision control in games where you need to move your character all over the screen as quickly and accurately as possible. It is a sleek black box with triangular-shaped "fire buttons" in both top right and left hand corners.

Trak Ball-style controllers were first used in arcade games, but are now also available for home use and the latest version is Atari's controller for the VCS, 400 and 800.

> THE VERDICT
> I tested the Trak Ball on Centipede and Missile Command and found that it added the real feel of the arcade to these games. Something of a luxury add-on — but if you really take your gaming seriously, the Trak Ball is a must at £39.99.

6 STARFIGHTER

Suncom's Starfighter is described by its makers as the ultimate joystick.

Short and stubby and difficult to get a good grip on, I did not find the Starfighter very easy to use. Although the stick was reasonably responsive, I found the shaft a little stiff.

> THE VERDICT
> I was not happy with the fire button — it was sluggish and let too many nasty aliens slip through the net for my liking. Starfighter is a little overpriced at £13.95.

7 LE STICK

Another baseless stick is Datasoft's mercury-controlled Le Stick.

What's really unique about Le Stick is that to move an object on screen you simply point the stick in the direction in which you wish the object to move. Mercury inside the stick makes the connections to make the objects move.

> THE VERDICT
> A nice idea — but one that doesn't come off — and we cannot recommend Le Stick. Priced at £24.95.

8 VIDEO COMMAND

Video Command is a baseless stick with a control grip secured to the top of the shaft.

The fire button is mounted half way down the shaft so that you fire with the same hand as you hold the stick.

The stick is good on shoot-'em-ups, but the lack of a firm base makes it difficult to handle the tight cornering required in maze games.

Manufactured by Imagic — the makers of the Imagic range of video games — the stick is in the shops at £12.99.

> THE VERDICT
> Design of the stick means that it is extremely lightweight and easy to use. Fire response was adequate. The only drawback is that the short knob controller may make the stick difficult to use in games where a large amount of manoeuvring is required.

9 TAC II

TAC stands for totally accurate controller.

The stick's extra responsiveness is due to a set of mini sensors built on to the shaft of the stick itself.

The TAC's construction is amongst the most robust of the sticks we tested.

On maze games, the joystick performed excellently. It also proved to be a good alien stomper.

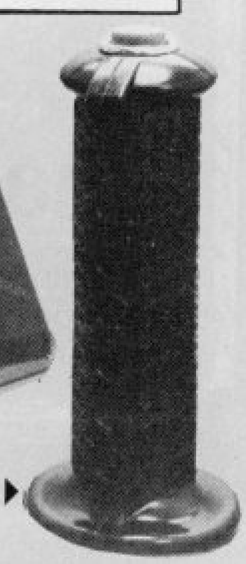
> THE VERDICT
> This is my work-a-day stick. The one I reach for first when I sit down to review a game for *C&VG*. Its no-nonsense design with two large well positioned fire buttons makes the TAC II a joy to use. Available from Sumcom of Manchester at £18.95.



5 ▼



7 ▶



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Don't just take our word, see what the experts say....

JUMPING JACK
(Any Spectrum)

20 levels of crazy, zany fun!

"Imagine has come up with yet another game that has good graphics, an original plot, and is the sort of game you just can't stop playing."
PERSONAL COMPUTER NEWS, Aug. '83

ZIP ZAP
(48K Spectrum)

Heart stopping tension - supersmooth animation.

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PERSONAL COMPUTER NEWS, Sept. '83

ARCADIA
(Any Spectrum, Any Vic-20, & Commodore 64)

Discover Britain's best selling computer game for yourself.

"Now this really is something special....the bright young things at Imagine have confidently pledged themselves to the production of totally original arcade-style software for a variety of home machines."
PERSONAL COMPUTER WORLD, May '83

ZZOOM
(48K Spectrum)

Don't just play your Spectrum ......fly it!

"Zzoom is certainly the best game Imagine have produced and is perhaps the most convincing shoot-em-up program yet written for the Spectrum."
YOUR COMPUTER, Aug. '83

ALCHEMIST
(48K Spectrum)

Can YOU discover the "Spell of Destruction?"

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CRASH MICRO GAMES ACTION, Feb. '84

STONKERS
(48K Spectrum)

Poised on the very brink of battle, every decision is yours!

"Stonkers is set to be the best wargame I've seen yet....the graphics and overall presentation are excellent....very addictive - I found myself having a bash during any spare hour."
CRASH MICRO GAMES ACTION. Feb. '84

AH DIDDUMS
(Any Spectrum)

Be prepared for some sleepless nights with this one!

"Ah Diddums is an original and fun game....Diddums gets to be great fun."
PERSONAL COMPUTER NEWS, June '83

! NOW! New version for the Commodore 64 !

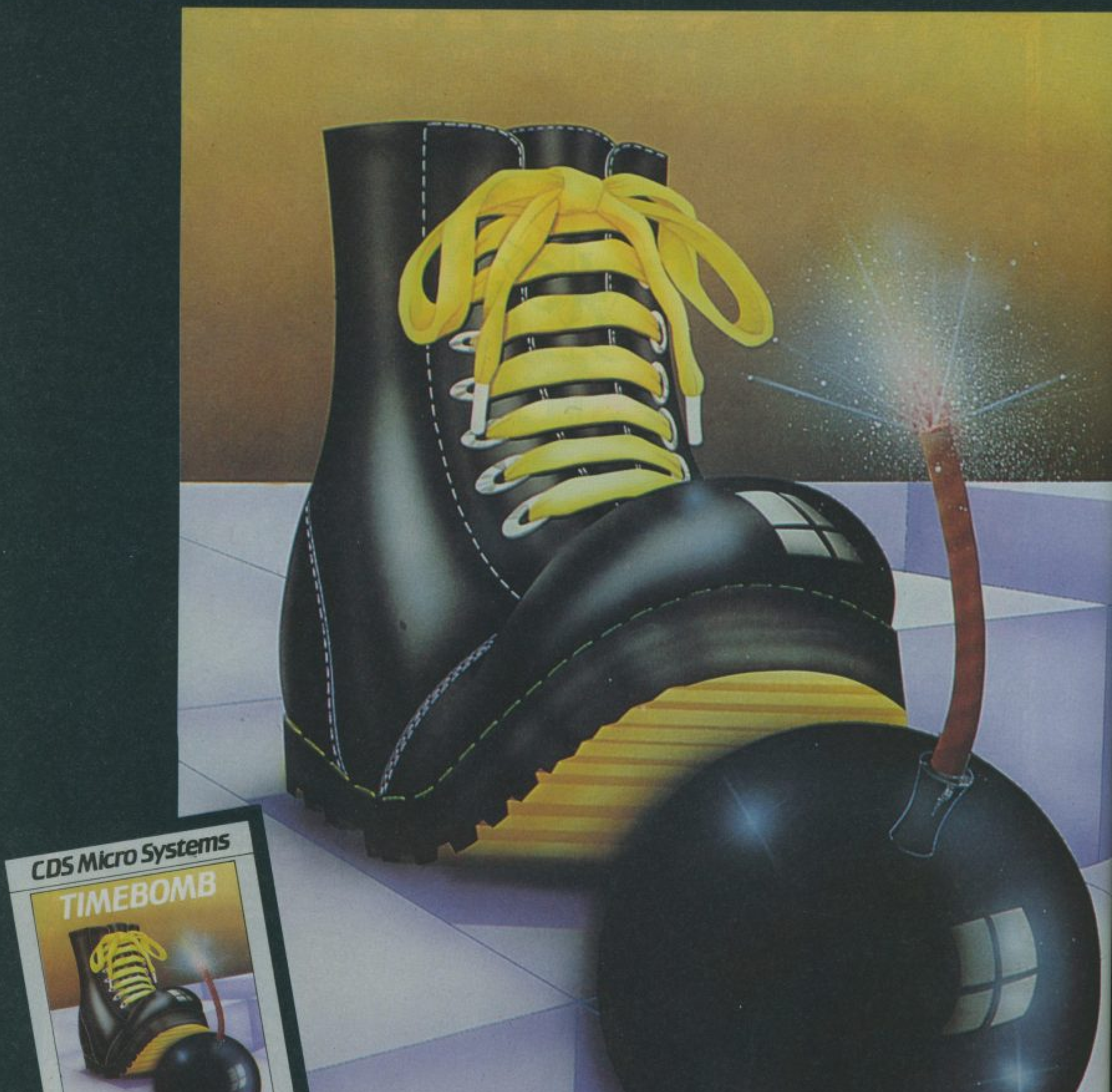
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Imagine ..the name of the game

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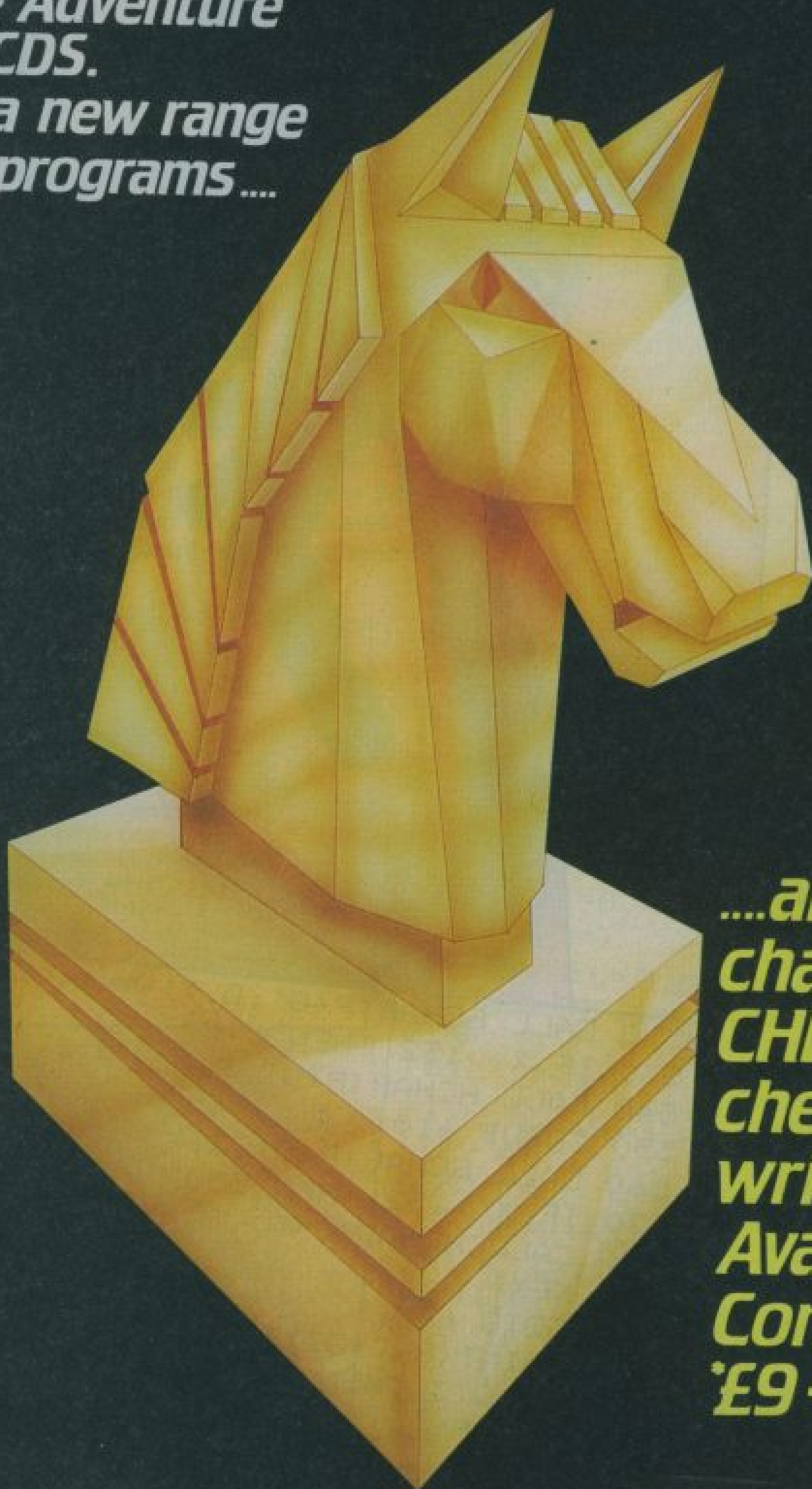


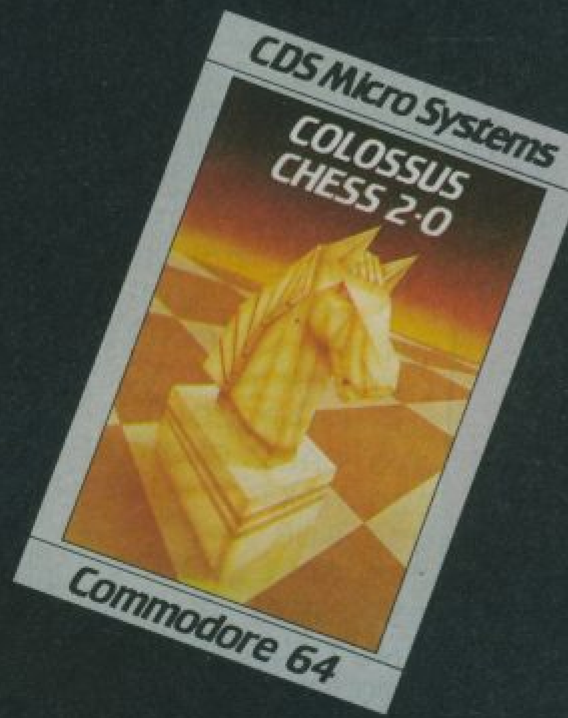
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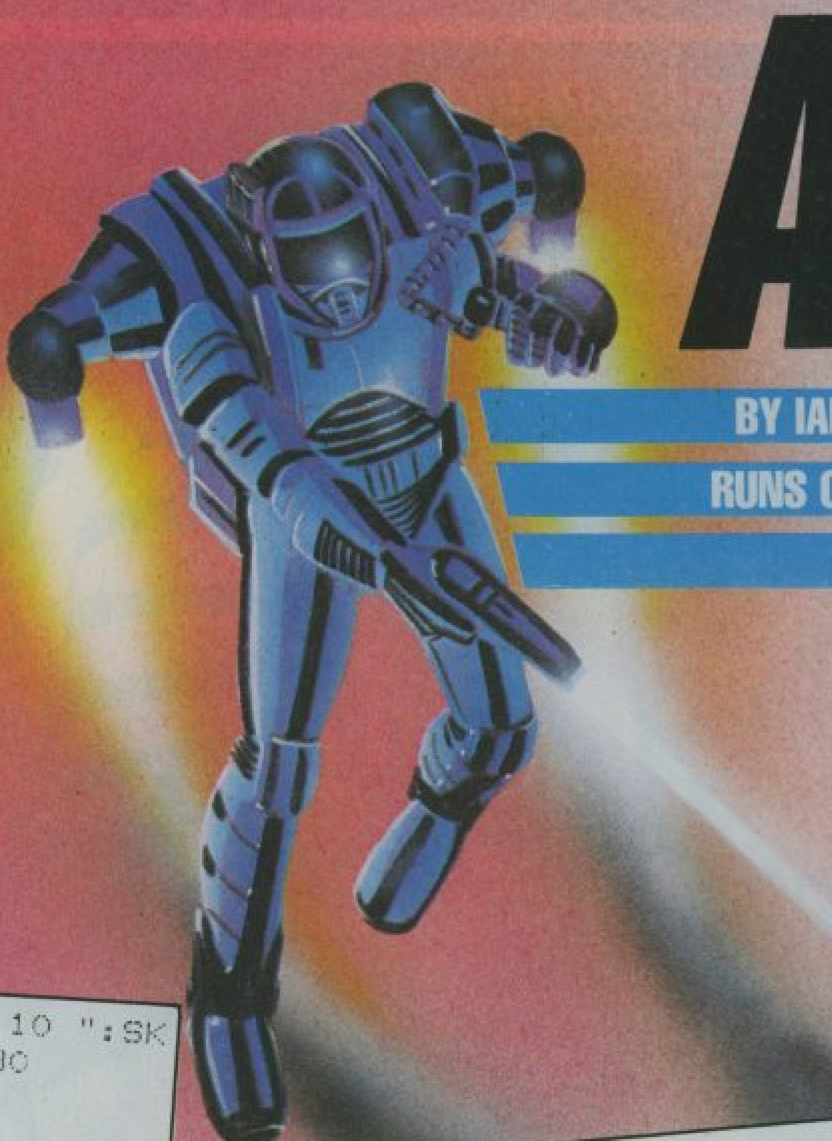
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AIR

BY IAN CASTLETON

RUNS ON A TI 99/4a

IN 16K



```
40 CALL CLEAR
50 RANDOMIZE
60 GOTO 2240
70 CALL CLEAR
80 DIM P(32)
90 H=0
100 CALL COLOR(1,11,1)
110 CALL COLOR(2,5,2)
120 CALL COLOR(9,13,2)
130 CALL COLOR(10,3,2)
140 CALL COLOR(12,14,2)
150 CALL COLOR(13,16,2)
160 CALL COLOR(14,6,2)
170 CALL COLOR(15,8,2)
180 CALL COLOR(16,2,2)
190 FOR A=1 TO 9
200 READ CO,CH$
210 CALL CHAR(CO,CH$)
220 NEXT A
230 FOR A=3 TO 8
240 CALL COLOR(A,16,1)
250 NEXT A
260 CALL SCREEN(7)
270 SC=0
```

```
280 INPUT "SKILL LEVEL?1 TO 10 ":SK
282 IF (SK<1)+(SK>10)THEN 280
290 SK=12-SK
300 X1=152
310 CALL CLEAR
320 R=9
330 FOR A=3 TO 31 STEP 2
340 CALL VCHAR(R,A,152,8)
350 CALL VCHAR(R,A+1,152,8)
360 P(A)=R+7
370 P(A+1)=R+7
380 X=INT(RND*3)+1
390 ON X GOTO 440,420,400
400 R=R+1
410 IF R>17 THEN 380
420 NEXT A
430 GOTO 460
440 R=R-1
450 IF R<3 THEN 380 ELSE 420
460 FOR A=1 TO 4
470 GOSUB 610
480 CALL GCHAR(P(Q),Q,X)
490 IF X<>152 THEN 470
500 CALL HCHAR(P(Q),Q,33)
510 GOSUB 610
```

```
520 CALL GCHAR(P(Q),Q,X)
530 IF X<>152 THEN 510
540 CALL HCHAR(P(Q),Q,40)
550 GOSUB 610
560 CALL GCHAR(P(Q),Q,X)
570 IF X<>152 THEN 550
580 CALL HCHAR(P(Q),Q,96)
590 NEXT A
600 GOTO 640
610 Q=INT(RND*32)+1
620 IF Q<3 THEN 610
630 RETURN
640 FOR A=1 TO 3
650 R=INT(RND*24)+1
660 C=INT(RND*29)+4
670 CALL GCHAR(R,C,X)
680 IF X<>152 THEN 650
690 CALL HCHAR(R,C,120)
700 NEXT A
710 A$="AIR STRIKE"
720 FOR A=1 TO 10
730 CALL HCHAR(1,10+A,ASC(SEG$(A$,A,1)))
740 NEXT A
750 FUEL=30
760 FOR A=1 TO 2
770 FOR B=587 TO 787 STEP 100
```

Illustration: John Higgins

STRIKE

Star Fleet command has discovered a nest of nasty aliens hidden in caverns within a small planetoid. You have been given the task of attacking these aliens and thwarting their invasion plans!

The object of this game is to destroy the aliens which litter the bottom of the cavern. There are also fuel dumps to destroy — you'll need the fuel to continue your mission. The aliens will send a ship after you — firing phasers — and this will have to be destroyed or avoided. When you get to the right of the screen another cavern is created. Control keys are: E — up, D — forward, X — down, space bar — stop, F — fire, B — bomb.

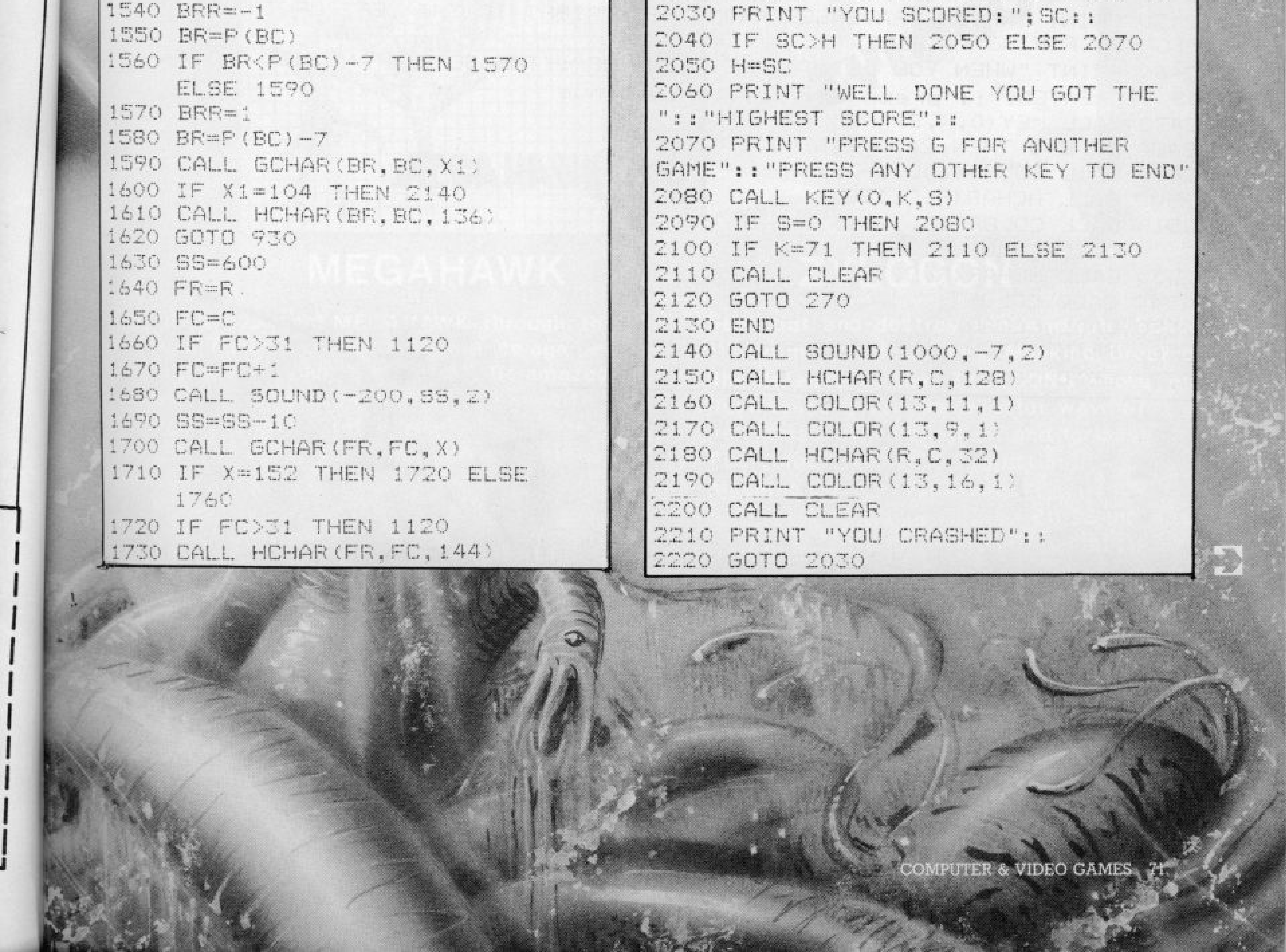
VARIABLES	
P: bottom of cavern.	ZS: input variable.
H: high score.	SK: skill level.
CO: character number.	XI,X,LLI,LL: get variables.
CHS: character string.	R: your row, cavern row.
SS: sound variable.	X,Q: random variables.
B,A,MM: for/next loops.	AS: string variable.
SC: score.	BR: row of craft.
RR,CC: direction of player's ship.	BC: column of craft.
BRR: direction of craft.	C: player's column.
K: ASC value of key pressed.	S: status of keyboard scan.
FC: column of bomb or phaser.	FR: row of bomb or phaser.
	FC: column of bomb or phaser.

```
780 CALL SOUND(200,B,2)
790 NEXT B
800 NEXT A
810 CALL SOUND(200,B,2)
820 CALL SOUND(200,B,2)
830 CALL SOUND(300,B,2,-1,0)
840 CALL HCHAR(P(3)-3,3,104)
850 CALL HCHAR(P(32),32,136)
860 BR=P(32)
870 BC=32
880 R=P(3)-3
890 RR=0
900 C=3
910 CC=0
920 BRR=-1
930 CALL KEY(0,K,S)
940 CALL HCHAR(BR,BC,X1)
950 IF S=0 THEN 1120
960 IF K=69 THEN 1020
970 IF K=32 THEN 1040
980 IF K=68 THEN 1080
990 IF K=88 THEN 1110
1000 IF K=70 THEN 1630
1010 IF K=66 THEN 1860 ELSE 1120
1020 RR=-1
1030 GOTO 1120
1040 RR=0
1050 CC=0
1060 FUEL=FUEL-1
1070 GOTO 930
1080 CC=1
1090 RR=0
1100 GOTO 1120
1110 RR=1
1120 CALL HCHAR(R,C,152)
1130 R=R+RR
1140 C=C+CC
1150 IF C=33 THEN 1360
1160 IF INT(RND*SK)+1=1 THEN 1170 ELSE 1330
1170 CALL HCHAR(R,C,104)
1180 CALL HCHAR(BR,BC,136)
1190 SS=600
1200 FOR MM=BC-1 TO 3 STEP -2
1210 CALL SOUND(-200,SS,2,-4,2)
1220 SS=SS-10
1230 CALL GCHAR(BR,MM,LL)
1240 CALL GCHAR(BR,MM-1,LL1)
1250 IF (LL=104)+(LL1=104)THEN 2490
1260 IF (LL=32)+(LL1=32)THEN 1310
1270 CALL HCHAR(BR,MM,145)
1280 CALL HCHAR(BR,MM,LL)
1290 CALL HCHAR(BR,MM-1,LL1)
```



```
1300 NEXT MM
1310 CALL HCHAR(R,C,152)
1320 CALL HCHAR(BR,BC,X1)
1330 FUEL=FUEL-1
1340 IF FUEL<1 THEN 1980 ELSE
     1420
1350 IF C=33 THEN 1360 ELSE 1420
1360 CALL SOUND(400,110,2,111,2,
     112,2)
1370 CALL SOUND(400,110,2,220,2,
     330,2)
1380 CALL SOUND(400,-5,2)
1390 FUEL=FUEL+6
1400 CALL CLEAR
1410 GOTO 320
1420 IF (R=P(C)+1)+(R=P(C)-8)THEN
     2140
1430 CALL HCHAR(R,C,104)
1440 BR=BR+BRR
1450 BC=BC-1
1460 IF BC=2 THEN 1470 ELSE 1530
1470 BC=32
1480 BRR=-1
1490 BR=P(32)
1500 CALL HCHAR(BR,BC,136)
1510 GOTO 930
1520 CALL HCHAR(BR,BC,136)
1530 IF BR>P(BC)THEN 1540 ELSE
     1560
1540 BRR=-1
1550 BR=P(BC)
1560 IF BR<P(BC)-7 THEN 1570
     ELSE 1590
1570 BRR=1
1580 BR=P(BC)-7
1590 CALL GCHAR(BR,BC,X1)
1600 IF X1=104 THEN 2140
1610 CALL HCHAR(BR,BC,136)
1620 GOTO 930
1630 SS=600
1640 FR=R
1650 FC=C
1660 IF FC>31 THEN 1120
1670 FC=FC+1
1680 CALL SOUND(-200,SS,2)
1690 SS=SS-10
1700 CALL GCHAR(FR,FC,X)
1710 IF X=152 THEN 1720 ELSE
     1760
1720 IF FC>31 THEN 1120
1730 CALL HCHAR(FR,FC,144)
```

```
1740 CALL HCHAR(FR,FC,152)
1750 GOTO 1670
1760 IF X=120 THEN 1770 ELSE 1780
1770 FUEL=FUEL+10
1780 SC=SC+5
1790 CALL HCHAR(FR,FC,128)
1800 CALL SOUND(1000,-7,2)
1810 CALL COLOR(13,11,1)
1820 CALL COLOR(13,7,1)
1830 CALL HCHAR(FR,FC,152)
1840 CALL COLOR(13,16,1)
1850 GOTO 930
1860 SS=600
1870 FR=R
1880 FC=C
1890 FR=FR+1
1900 CALL SOUND(-200,SS,2)
1910 SS=SS-10
1920 IF FR=P(FC)+1 THEN 1120
1930 CALL GCHAR(FR,FC,X)
1940 IF X=152 THEN 1950 ELSE 1760
1950 CALL HCHAR(FR,FC,145)
1960 CALL HCHAR(FR,FC,152)
1970 GOTO 1890
1980 FOR A=880 TO 110 STEP -110
1990 CALL SOUND(-50,A,2)
2000 NEXT A
2010 CALL CLEAR
2020 PRINT "YOU RAN OUT OF FUEL"::
2030 PRINT "YOU SCORED:";SC::
2040 IF SC>H THEN 2050 ELSE 2070
2050 H=SC
2060 PRINT "WELL DONE YOU GOT THE
"::"HIGHEST SCORE"::
2070 PRINT "PRESS G FOR ANOTHER
GAME"::"PRESS ANY OTHER KEY TO END"
2080 CALL KEY(0,K,S)
2090 IF S=0 THEN 2080
2100 IF K=71 THEN 2110 ELSE 2130
2110 CALL CLEAR
2120 GOTO 270
2130 END
2140 CALL SOUND(1000,-7,2)
2150 CALL HCHAR(R,C,128)
2160 CALL COLOR(13,11,1)
2170 CALL COLOR(13,9,1)
2180 CALL HCHAR(R,C,32)
2190 CALL COLOR(13,16,1)
2200 CALL CLEAR
2210 PRINT "YOU CRASHED"::
2220 GOTO 2030
```



```
2230 DATA 33.3C7E7E3C18244242,40,00243C422487E42,96,81C3E7FFC33C3CC3,104,
00781C7A7A1C78,120,003C425A5A423C
2240 DATA 128,A4482215C82A559,136,0F1222C2C222120F,144,0000082C2C08,145,
000018003C18
2250 CALL SCREEN(16)
2260 PRINT "DO YOU WANT INSTRUCTIONS?"
2270 INPUT "(YES OR NO) ":Z$
2280 IF SEG$(Z$,1,1)="N" THEN 70
2290 IF SEG$(Z$,1,1)<>"Y" THEN 2270
2300 CALL CLEAR
2310 GOTO 2390
2320 CALL CLEAR
2330 PRINT "TO MANOEUVRE YOUR SPACE SHIP":"THROUGH THE CAVERNS USE THE"
:"FOLLOWING KEYS:"
2340 PRINT "E - UP":"D - FORWARDS":"X - DOWN":"SPACE BAR - STOP":"F -
FIRE FORWARDS":"B - BOMB"
2350 PRINT "ENSURE THE ALPHA-LOCK KEY IS":"DOWN"::
2360 PRINT "press any key to play"
2370 CALL KEY(0,K,S)
2380 IF S=0 THEN 2370 ELSE 70
2390 PRINT "   WELCOME TO AIRSTRIKE!"
2400 PRINT "   **********************"::
2410 PRINT "THE OBJECT OF THE GAME IS TO":"DESTROY THE MONSTERS WHICH"
:"LITTER THE BOTTOM OF THE"
2420 PRINT "CAVERN. THERE ARE CIRCULAR":"FUEL DUMPS IN THE CAVERN.":
"YOU MUST REFUEL BY SHOOTING THEM."
2430 PRINT "YOUR SPACE SHIP STARTS ON":"THE LEFT OF THE SCREEN.":"JUST
TO MAKE YOUR TASK MORE"
2440 PRINT "DIFFICULT THERE IS A CRAFT"
2450 PRINT "WHICH TRAVERSES FROM THE":"RIGHT TO THE LEFT OF THE":
"SCREEN FIRING PHASERS."
2460 PRINT "WHEN YOU GET TO THE RIGHT OF":"THE SCREEN ANOTHER CAVERN
IS":"CREATED."::"press any key to continue"
2470 CALL KEY(0,K,S)
2480 IF S=0 THEN 2470 ELSE 2320
2490 CALL SOUND(1000,-7,2)
2500 CALL HCHAR(R,C,128)
2510 CALL COLOR(13,11,1)
2520 CALL COLOR(13,9,1)
2530 CALL HCHAR(R,C,32)
2540 CALL COLOR(13,16,1)
2550 CALL CLEAR
2560 PRINT "YOU HAVE BEEN SHOT DOWN"::
2570 GOTO 2030
```



DISK GAMES

FOR THE commodore

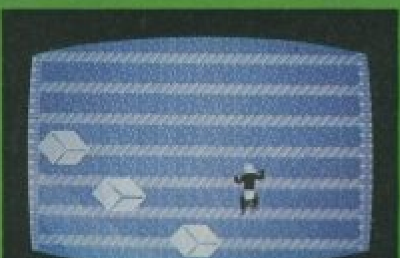
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FORBIDDEN FOREST

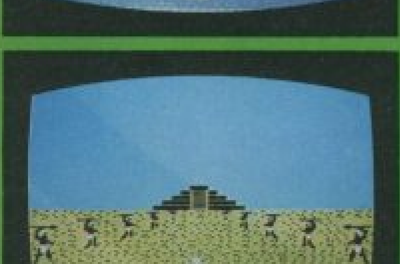
Forbidden Forest is more of a quest than just a game! The action takes place in a four dimensional scrolling forest landscape which many have entered, but none has returned. Yes, I did say FOUR dimensional - day fades into night as the action unfolds! The quest is to seek out and destroy the Demogorgon, mystic ruler of the Forbidden Forest. Before you can even set eyes on him you will have to contend with his army of fearsome creatures, including mutant spiders, showers of giant frogs, snakes, dragons, skeleton soldiers and more! You have only your trusty bow and arrows to depend on!



*







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*

SLINKY

Slinky, the spring, was having fun hopping about when suddenly he came upon a pile of coloured blocks, so he thought he'd play around on them for a while. Much to his amazement he found that they changed colour when he landed on them. Wow! But unknown to him, the blocks belonged to the Wicked Wizard, who sent his friends along to tease our poor hero. Slinky is a real fun package with ninety-nine levels, amazing reward displays, and action replays. Where else could you meet such charming characters as Dusty the dust cloud, Marge the magnet, Ralph the random raindrop, and Lorenzo the chameleon hopper?



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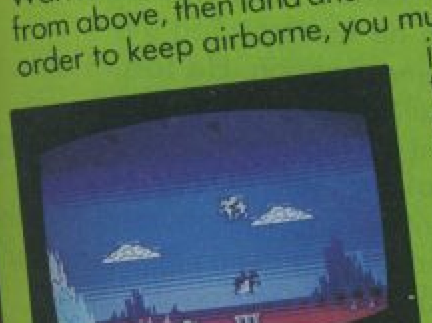


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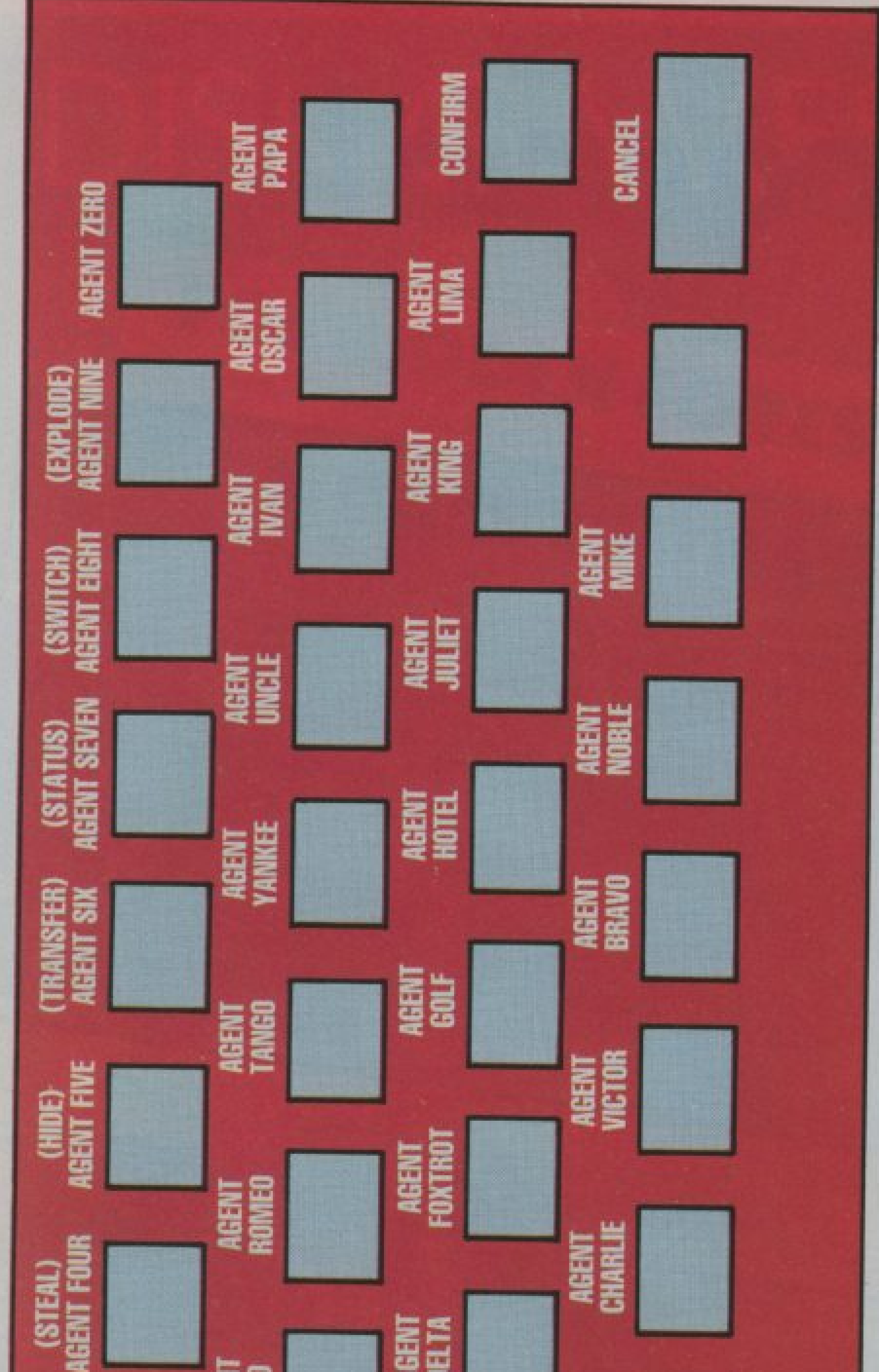


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TREA

IT may be 1984, but thankfully Big Brother is still just a distant nightmare. Yet a menace just as perilous threatens the world — the sinister Professor Schweinstein and his terrifying Mandroid! After many years of secret research, Schweinstein recently succeeded in creating what could be the ultimate weapon, a device he called the Mindbomb.

When detonated, the Mindbomb causes no physical damage — instead it simply wipes clean the memories of any human being within ten miles of the explosion. The device is so powerful that even when it is just sitting around doing nothing, it can cause random outbreaks of amnesia for many miles around.

Schweinstein has also perfected a superb method of delivering his weapon to the required target — the Mandroid. In reality an android, this machine so closely resembles a man that it is virtually impossible to detect, especially in a large city.

With the Mindbomb concealed in the Mandroid, Schweinstein imagined he could control the world!

However, just as he had completed the Mandroid and Mindbomb, disaster struck. An accident occurred in his laboratory and Schweinstein forgot his plans for world domination. In fact he forgot everything he'd ever known! He forgot all about the Mandroid and the Mindbomb. He forgot where he had hidden the Mindbomb's remote firing button. He forgot where he had planted the Mandroid's homing beacon. He forgot about the two blackmail letters he had sent to the British and Soviet governments. He even forgot about his two hollow teeth — one of which contained the antidote to the amnesia and the other which concealed a micro-disc (another of his inventions) which detailed the entire history of his researches!

This wonderful creation is the very special Treachery keyboard overlay for your Spectrum. There are two ways to use this overlay. You can cut it out, then stick it on to a piece of thin card before cutting out the key spaces. When you are pasting the overlay on to the card, remember to flatten it out from the centre outwards, making sure you squeeze all the air bubbles out. For best results, cut out the overlay with a Stanley knife or scalpel with a metal ruler to guide your cuts. If using this method, place your overlay on a thick piece of card to protect your table surface from cut marks. If you use a pair of scissors, try to find a sharp pair with narrow blades. When using scissors, it's probably best to make your first cut in the centre of the keys and cut diagonally to a corner.

If you don't want to cut up your magazine, you could always trace the overlay carefully on to a piece of thin card and then cut it out as above.

CHERY

Now both MI6 and the KGB are engaged in a desperate search for Schweinstein, the Mindbomb firing button and the homing beacon. They know where the Mandroid is — at least they know which city it is in at any one time by simply asking local hospital staff how many cases of amnesia they have admitted on any one day.

Beyond knowing where the Mandroid is, they can go no further in tracking the thing down and must let it wander the cities of Europe until they can bring it under control.

Schweinstein himself is equally elusive. He is a broken man roaming the urban wilderness in search of his lost identity. Whichever side finds him first and contrives to spirit him back to their HQ will have pulled off a tremendous intelligence coup.

Meanwhile the deadly Mandroid is also wandering across Europe and both M16 and the KGB must stop the other side gaining control of the homing beacon and firing button. With these two devices it would be possible to wipe out the opposition's intelligence network. While the Mandroid is on the loose, London and Moscow are in danger of losing their minds!

Can YOU prevent disaster by finding Schweinstein, the Mandroid and the Mindbomb? How do you go about it? Read on...

```
   1 GO TO 2000
  10 GO TO 100
  11 FOR k=1 TO 36
  12 LET n$=v$(p,1,k): IF n$="*"
 THEN LET k=36: GO TO 16
  13 LET n=n(CODE n$-96)
  14 LET d=VAL v$(p,2,k)*t(p)
  15 BEEP d,n
  16 NEXT k: RETURN
  20 PRINT AT y,x; PAPER 2; INK
6; BRIGHT 1;"
"
  21 PRINT AT y+1,x; PAPER 2; IN
K 6; BRIGHT 1;"                  A
C "
  22 PRINT AT y+2,x; PAPER 2; IN
K 6; BRIGHT 1;"                  B
D "
  23 FOR k=1 TO 9: PRINT AT y+2+
k,x; PAPER 2; INK 6; BRIGHT 1;"
                   ": NEXT k
  25 RETURN
  29 PAPER 7: BRIGHT 1: INK 2
  37 REM ----------
  38 REM PRINT FLAG
  39 REM ----------
  40 FOR k=1 TO 12
  41 PRINT AT y+k-1,x; BRIGHT 2-
p;u$(p,k)
  42 NEXT k
  43 RETURN
  50 INK 1: OVER 1
  51 PRINT AT y,x+2;"          ";AT y
,x+12;"      "
  52 PRINT AT y+1,x+4;"        ";AT y
+1,x+12;"      "
  53 PRINT AT y+2,x+6;" ";AT y+2
,x+12;" "
  54 PRINT AT y+2,x;"  ";AT y+2,
x+17;"  "
  55 PRINT AT y+3,x;"          ";AT y+
3,x+15;"      "
  56 PRINT AT y+8,x;"          ";AT y+
8,x+15;"      "
  57 PRINT AT y+9,x;"  ";AT y+9,
x+17;"  "
  58 PRINT AT y+9,x+6;" ";AT y+9
,x+12;" "
  59 PRINT AT y+10,x+4;"      ";AT
y+10,x+12;"      "
  60 PRINT AT y+11,x+2; OVER 1;"
      ";AT y+11,x+12;"          "
  62 RETURN
  70 BRIGHT 1: OVER 0: PAPER 7:
INK 0
  71 PRINT AT 4,5;"M000000000000
0000000000000N"
  72 FOR k=1 TO 16: PRINT AT 4+k
,5;"S                          T"
: NEXT k
  73 PRINT AT 21,5;"ORRRRRRRRRRR
RRRRRRRRRRRRRRP"
  75 BRIGHT 0
  80 RETURN
  90 STOP
  97 REM -------------------
  98 REM PRINT MESSAGE SHEET
  99 REM -------------------
 100 PRINT AT 4,5;"M000000000000
0000000000000N"
 105 PRINT AT 4,5;"M000000000000
0000000000000N"
 110 FOR k=5 TO 20
 120 PRINT AT k,5;"S
          T"
 130 NEXT k
 140 PRINT AT 21,5;"ORRRRRRRRRRR
RRRRRRRRRRRRRRP"
 145 RETURN
 147 REM ------------------
 148 REM START OF TURN PAGE
 149 REM ------------------
 150 BRIGHT 0: CLS : BRIGHT 1
 155 LET x=0: LET y=0: GO SUB 90
0: GO SUB 950
 160 GO SUB 100
 165 FOR k=1 TO 3
 170 PRINT AT 4+k,9; INK 3;t$(k)
 175 NEXT k
 180 PRINT AT 8,10;p$(p,1)
 181 PRINT AT 10,6;"OPERATIONAL
FILE"
 182 PRINT AT 12,6;"REF: ";p$(p,
2)
 183 PRINT AT 14,6;"Heidelberg S
chweinstein"
 184 PRINT AT 16,6;"GRADE 1 ACCE
SS ONLY"
 185 PRINT AT 18,6;"ENTER CLEARA
NCE CODE"
 186 PRINT AT 20,6;"______
"
 187 LET c$="": FOR k=1 TO 6
 188 LET k$=INKEY$: IF k$<"a" OR
k$>"z" THEN GO TO 188
 189 LET k$=CHR$ (CODE k$-32): L
ET c$=c$+k$
 190 PRINT AT 20,5+k; INK 2;k$
 191 IF INKEY$<>"" THEN GO TO 19
1
 192 NEXT k: IF day=3 THEN LET g
$(p)=c$
```

WINNING AND HOW TO GO ABOUT IT

The winning player must either capture Professor Schweinstein and take him back to HQ or lead the Mandroid to enemy HQ and detonate the Mindbomb. The HQs are either in London or Moscow.

Neither player knows the exact whereabouts of Professor Schweinstein. However they both get certain clues as to his location. During each turn, the computer will inform each player where Schweinstein was three "days" ago. The Schweinstein counter is then moved to that city on the main map of Europe.

If either player orders a search of a city and Schweinstein has been there within the last two "days", then the player will be informed how many days ago the Professor was in that city.

If Schweinstein is actually in the city at the time the search is ordered, then the Professor will be captured by the agent who initiates the search.

The computer moves Schweinstein randomly about the board with the following restrictions:

1) He will never stay in a city for more than one turn.

2) He will never return to a city he has visited on the previous turn.

3) He will never go to London or Moscow of his own accord.

At the start of the game, both the Mindbomb's firing button and the Mandroid homing beacon are buried in secret locations and neither are active. During this stage of the game, the Mandroid is moved about the board by the computer completely at random. When the beacon is found and switched on two things will happen:

1) The beacon counter is placed on the board in the correct location.

2) The Mandroid is moved randomly towards it — i.e. to any city which takes it nearer the homing beacon.

If the beacon is switched off again, the Mandroid moves entirely at random once more.

HOW THE GAME WORKS

In most board games, once you have decided what to do with a piece, you simply pick it up and move it and when something happens to a piece, you get to know about it immediately. Treachery is quite different.

Scattered across Europe are 36 secret agents, some of which you control, some of which you *think* you control and some of which you definitely don't control!

To get an agent to do something, first you have to send him a message from HQ containing your orders. And, if you want any information from him, he first has to send a message to HQ containing his report.

Any messages going between an agent and HQ must be routed through a continuous chain of agents in adjoining cities. For instance, to get a message from Moscow to Tangier, the shortest route would be Istanbul-Athens-Tangier and you could use your agents in those cities to pass on the message. Of course, there are a large number of alternative routes for any message. The only restriction on your choice of route is that only eight agents can be used for one message.

So far, it seems simple enough. There is, however, a catch. Some of the agents you use to pass on the message may be traitors, apparently your agents but really under the control of the enemy! If so, nasty things can happen to your message.

Firstly, the traitor will memorize the message and try to report its contents to his own HQ on the following day. Secondly, your message might be stopped altogether and never reach its destination.

If the traitor intercepting the message is ASLEEP, he will pass your message on along its chosen route; if he is AWAKE or ACTIVE he will stop its progress permanently.

If a message is stopped, you may not get to know about it until it's too late. In the case of orders, you only know that they have been sent out and unless the order has an obvious and visible result such as your agent moving to another city, you will not know for sure that it has been carried out.

In the case of reports to HQ, you *are* told that the report has not actually arrived but you still don't know which agent in the chain is

```
 193 IF c$<>g$(p) THEN PRINT AT
20,13; INK 2;"IS INCORRECT": GO
SUB 950: GO TO 186
 194 RETURN
 197 REM -----------
 198 REM END OF PAGE
 199 REM -----------
 200 PRINT AT 20,6; FLASH 1;"KEY
 COPY OR ENTER"
 210 LET k$=INKEY$: IF k$<>"z" A
ND k$<>CHR$ 13 THEN GO TO 210
 220 IF k$="z" THEN PRINT AT 20,
6;"                  ": COPY
 225 PRINT AT 20,6;"
 "
 230 RETURN
 400 GO SUB 100
 410 PRINT AT 5,6;p$(p,1);" DAY
";day
 420 PRINT AT 6,6;"INCOMING REPO
RT"
 425 PRINT AT 8,6;"PRESS KEY FOR
 YOUR AGENT"
 435 LET k$=INKEY$: IF k$=" " TH
EN RETURN
 436 IF k$>="a" AND k$<="z" THEN
 LET ag=CODE k$-96: GO TO 440
 437 IF k$>="0" AND k$<="9" THEN
 LET ag=CODE k$-21: GO TO 440
 438 GO TO 435
 440 IF CODE n$(ag,4)=0 THEN GO
TO 436
 441 LET orank=CODE n$(ag,p+1)
 442 LET erank=CODE n$(ag,4-p)
 443 IF orank>erank AND CODE f$(
1,ag,5)>0 THEN GO TO 450
 445 PRINT AT 10,6; FLASH 1;"NO
REPORT IS AVAILABLE"
 446 FOR k=1 TO 300: NEXT k
 447 GO TO 400
 450 IF CODE f$(1,ag,2)=0 THEN G
O TO 460
 451 LET m1=CODE f$(1,ag,2)
 452 LET m5=CODE f$(1,ag,3)
 453 LET m6=CODE f$(1,ag,4)
 455 LET f$(1,ag,2)=CHR$ 0
 456 GO TO 470
 460 LET m1=17: IF CODE f$(1,ag,
1)>1 THEN LET m1=16
 462 LET m5=CODE f$(1,ag,6)
 463 LET m6=0
 464 LET f$(1,ag,6 TO 13)=f$(1,a
g,7 TO 14)
 470 LET m2=ag
 471 LET m3=p
 472 LET m4=day-1
 473 LET f$(1,ag,5)=CHR$ (CODE f
$(1,ag,5)-1)
 475 LET m$=CHR$ m1+CHR$ m2+CHR$
 m3+CHR$ m4+CHR$ m5+CHR$ m6
 476 LET from=CODE n$(ag,1)
 477 LET type=1: LET de=18: IF p
=2 THEN LET de=25
 478 PRINT AT 8,6;x$(ag);" TO ";
p$(p,1,5 TO 18): GO SUB 800
 479 IF k$="x" THEN GO TO 400
 480 LET me=stack-1: LET md=3
 481 GO SUB 100
 482 PRINT AT 5,6;p$(p,1);" DAY
";day
 483 PRINT AT 6,6;"INCOMING REPO
RT"
 484 IF e=1 THEN PRINT AT 8,6;"R
EPORT HAS BEEN SENT BUT": PRINT
AT 9,6;"IT HAS NOT BEEN RECEIVED
": GO TO 200
 485 LET y=7: GO SUB 500
 490 GO TO 200
 497 REM --------------
 498 REM DECODE MESSAGE
 499 REM --------------
 500 LET m1=CODE s$(md,me,1)
 501 LET m2=CODE s$(md,me,2)
 502 LET m3=CODE s$(md,me,3)
 503 LET m4=CODE s$(md,me,4)
```

the traitor.

Things can get more complicated still when the traitor tries to report your message back to his own HQ. One of your agents might intercept the traitor's report and memorize it to sent back to *your* HQ. When your agent tries to send his report in... well, it could go on forever.

Fortunately, the agents have limited memories and messages about messages about messages are only embedded to a depth of three.

ONE DAY OF TREACHERY

1) The British flag appears on the screen and a British signature tune plays. The MI6 player is asked to enter his clearance code before he can access the Top Secret operational file.
2) MI6 reports: The MI6 player calls in yesterday's reports from his agents in the field. He can call in to HQ a maximum of five reports. If a report fails to arrive, it still counts towards this total. The player doesn't have to call in a report if he doesn't want to.
3) MI6 Orders: The MI6 player sends orders for today to his agents in the field. He can send a maximum of three orders but he can send as few as he chooses.
4) The Russian flag appears on the screen and the same sequence as the MI6 player's is followed by the KGB player.
5) The end of the day. The computer memorizes all of today's messages and executes all of today's orders (or, at least, the ones that reached the agents concerned). Then it lists on the screen any events that are public knowledge.
6) The game moves on to the next day.

When one player is using the computer to call in and send out his messages, the other player must be out of sight of the screen, otherwise he would see information he's not entitled to.

None of the pieces on the board should be moved or removed until stage five, the end of the day. At this stage, both players can look at the screen. All they need do is follow the computer's instructions as to which pieces have a new location and which pieces need to be removed from the board. (NB if the Mindbomb explodes, all the agents in that city must be eliminated.)

On his first turn, each player enters a six-letter clearance code of his own choice before accessing his top secret file. The player should make a very careful note of the code.

After turn one, he won't be able to access his file again unless he enters the correct code. This is to stop the other player trying to cheat by accessing his opponent's file.

Because there is such a lot of information going backwards and fowards each turn, we have included a hard-copy option for each of the information pages a player can access.

Once such a page is on the screen, by pressing COPY (key Z) the player can get a copy of that page on the ZX printer. If you haven't got a printer, we suggest you keep pen and paper handy to make a note of any important items of information.

THE AGENTS

There are 36 agents in the game and each agent has two ranks, one his rank in MI6, the other his rank in the KGB. An agent is always loyal to the player he ranks highest with; this player is his controller. The agent is a traitor to the player he ranks lowest with; this player is known as the dummy!

However, players are only told by the computer the rank each agent holds in their *own* organisation. So, at the start of the game, they have no idea which agents are really theirs and which are traitors! Only the computer knows this.

Two numbers, MI6 rank and KGB rank, define the type of agent. The 36 agents are comprised as follows:

1 4-3 MI6 Master Spy
2 3-2 MI6 Triple Agents
4 2-1 MI6 Double Agents
8 1-0 MI6 Single Agents
6 0-0 Couriers under no player's control
1 3-4 KGB Master Spy
2 2-3 KGB Triple Agents
4 1-2 KGB Double Agents
8 0-1 KGB Single Agents

So, each side has 15 loyal

```
 504 LET m5=CODE s$(md,me,5)
 505 LET m6=CODE s$(md,me,6)
 510 PRINT AT y,6;"UUUUUUUUUUUUU
UUUUUUUUUUUU": LET y=y+1
 515 IF m1<10 THEN PRINT AT y,6;
p$(m3,1,5 TO 18);" TO ";x$(m2)
 516 IF m1>9 THEN PRINT AT y,6;x
$(m2);" TO ";p$(m3,1,5 TO 18)
 517 LET y=y+1
 520 GO SUB 600+m1*5: LET y=y+1
 525 PRINT AT y,6;"UUUUUUUUUUUUU
UUUUUUUUUUUU"
 530 RETURN
 605 PRINT AT y,6;"Go to ";w$(m5
): RETURN
 610 PRINT AT y,6;"Kill ";x$(m5)
: RETURN
 615 PRINT AT y,6;"Search ";w$(m
5): RETURN
 620 PRINT AT y,6;"Steal ";r$(m5
): LET y=y+1
 621 PRINT AT y,6;"from agent ";
x$(m6): RETURN
 625 PRINT AT y,6;"Hide ";r$(m5)
: RETURN
 630 PRINT AT y,6;"Transfer ";r$
(m5): LET y=y+1
 631 PRINT AT y,6;"to agent ";x$
(m5): RETURN
 635 PRINT AT y,6;"Change status
 to ";q$(m5): RETURN
 640 PRINT AT y,6;"Switch HOMING
 BEACON ";o$(m5): RETURN
 645 PRINT AT y,6;"Explode MIND-
BOMB": RETURN
 650 PRINT AT y,6;r$(m5);" captu
red": LET y=y+1
 651 PRINT AT y,6;"in ";w$(m6):
RETURN
 655 PRINT AT y,6;r$(m5);" locat
ed": LET y=y+1
 656 PRINT AT y,6;"in ";w$(m6):
RETURN
 660 PRINT AT y,6;"SCHWEINSTEIN
was seen on": LET y=y+1
 661 PRINT AT y,6;"DAY ";m5;" in
 ";w$(m6): RETURN
 665 PRINT AT y,6;"I have got ";
r$(m5): LET y=y+1
 666 PRINT AT y,6;"from ";x$(m6)
: RETURN
 670 PRINT AT y,6;"I have not go
t": LET y=y+1
 671 PRINT AT y,6;r$(m5): RETURN

 675 PRINT AT y,6;"Goods have be
en stolen": RETURN
 680 PRINT AT y,6;"Message stopp
ed on DAY ";m4: LET y=y+1
 681 IF md=1 THEN PRINT AT y,6;"
Contents not available": RETURN
 682 LET me=m5: LET md=md-1: GO
SUB 500: RETURN
 685 PRINT AT y,6;"Message passe
d on DAY ";m4: LET y=y+1
 686 IF md=1 THEN PRINT AT y,6;"
Contents not available": RETURN
 687 LET me=m5: LET md=md-1: GO
SUB 500: RETURN
 697 REM -----------
 698 REM GIVE ORDERS
 699 REM -----------
 700 LET i$="": LET m6=0: GO SUB
 100: PRINT AT 5,6;p$(p,1);" DAY
 ";day
 701 PRINT AT 7,6;"OUTGOING ORDE
R"
 702 PRINT AT 9,6;"PRESS KEY FOR
 YOUR AGENT"
 703 LET k$=INKEY$: IF k$=" " TH
EN RETURN
 704 IF k$>="a" AND k$<="z" THEN
 LET m2=CODE k$-96: GO TO 707
 705 IF k$>="0" AND k$<="9" THEN
 LET m2=CODE k$-21: GO TO 707
```

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Address__________

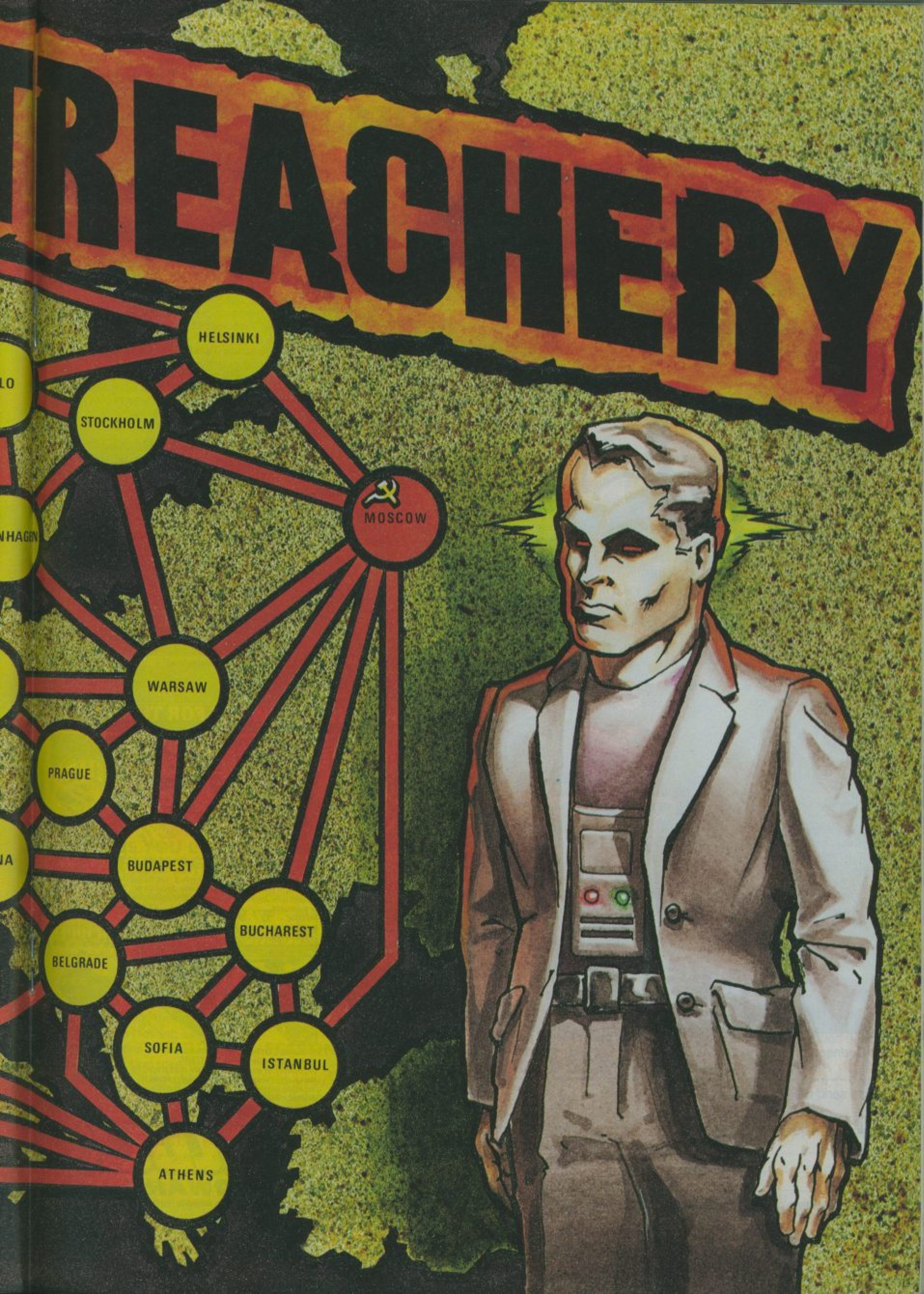
Code__________

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The Green,
Ashby de la Zouch,
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agents and there are six neutral pieces. However, at the beginning of the game, it will *appear* to each player that he controls one Master Spy, three Triple Agents, six Double Agents and 12 Single Agents — a total of 22 agents! Seven of these agents are, in fact, traitors whose treachery may be revealed later in the game.

AGENT STATUS

An agent can be ASLEEP, AWAKE or ACTIVE. At the start of the game, all agents are ASLEEP except the Single Agents, which are ACTIVE and do not respond to the enemy at all. Only the player really in control of an agent can change its status.

An agent who is ASLEEP will obey orders from either player and pass on messages from either player. If both players try to give him orders, he will choose to obey his controller's orders only. An agent who is AWAKE will still obey orders from either player but he will stop any messages from the dummy. An agent who is ACTIVE will only obey orders from his controller and will stop any messages from the dummy.

In all cases, agents will only report back to their controller, even if the report is in response to an order given by the dummy!

COURIERS will pass on messages from either player but will not obey orders from anyone nor make any reports. They remain in the same city throughout the game.

ORDERS YOU CAN GIVE TO AN AGENT

GO TO (CITY): Your agent moves to an adjacent city.
KILL (AGENT): Your agent kills another agent. Both agents must be in the same city. No agent will obey an order to kill himself!
SEARCH (CITY): Your agent searches the city he is in for Schweinstein, the Firing Button or the Homing Beacon. If he finds one of these, he will report its presence and stop his search. If the object does not belong to anyone else, he will capture it; if it does, he will just report that it's there.
STEAL (OBJECT) FROM (AGENT): Your agent steals Schweinstein, the Button or the Beacon from another agent. The other agent must be in the same or an adjacent city and he must possess the object.
HIDE (OBJECT): Your agent hides Schweinstein, the Button or the Beacon in the city he is in. Your agent must possess the object. Once the object is hidden, no one possesses it.
TRANSFER (OBJECT) TO (AGENT): Your agent transfers Schweinstein, the Button or the Beacon to another agent. The other agent must be in the same or an adjacent city. Your agent must possess the object.
CHANGE STATUS TO (STATUS): Your agent is ordered to become ASLEEP, AWAKE or ACTIVE. This order will only succeed if you are the controller. If you are the dummy, his status will not change.
SWITCH BEACON (ON/OFF): Your agent switches the Homing Beacon on or off. He must possess the Beacon.
EXPLODE MIND-BOMB: Your agent detonates the Mind-bomb in the city where the Mandroid is. Your agent must possess the Firing Button.

An agent can only obey one order per turn. You can attempt to give an order to an agent you choose, yours or not. You can also attempt to give orders that can't be carried out. Such orders will be sent as messages in the normal way and may even reach the agent concerned.

All that will happen to an order that can't be obeyed is that the computer will ignore it at the end of the turn. You will only get to know about it indirectly, from the fact that the agent has not carried it out.

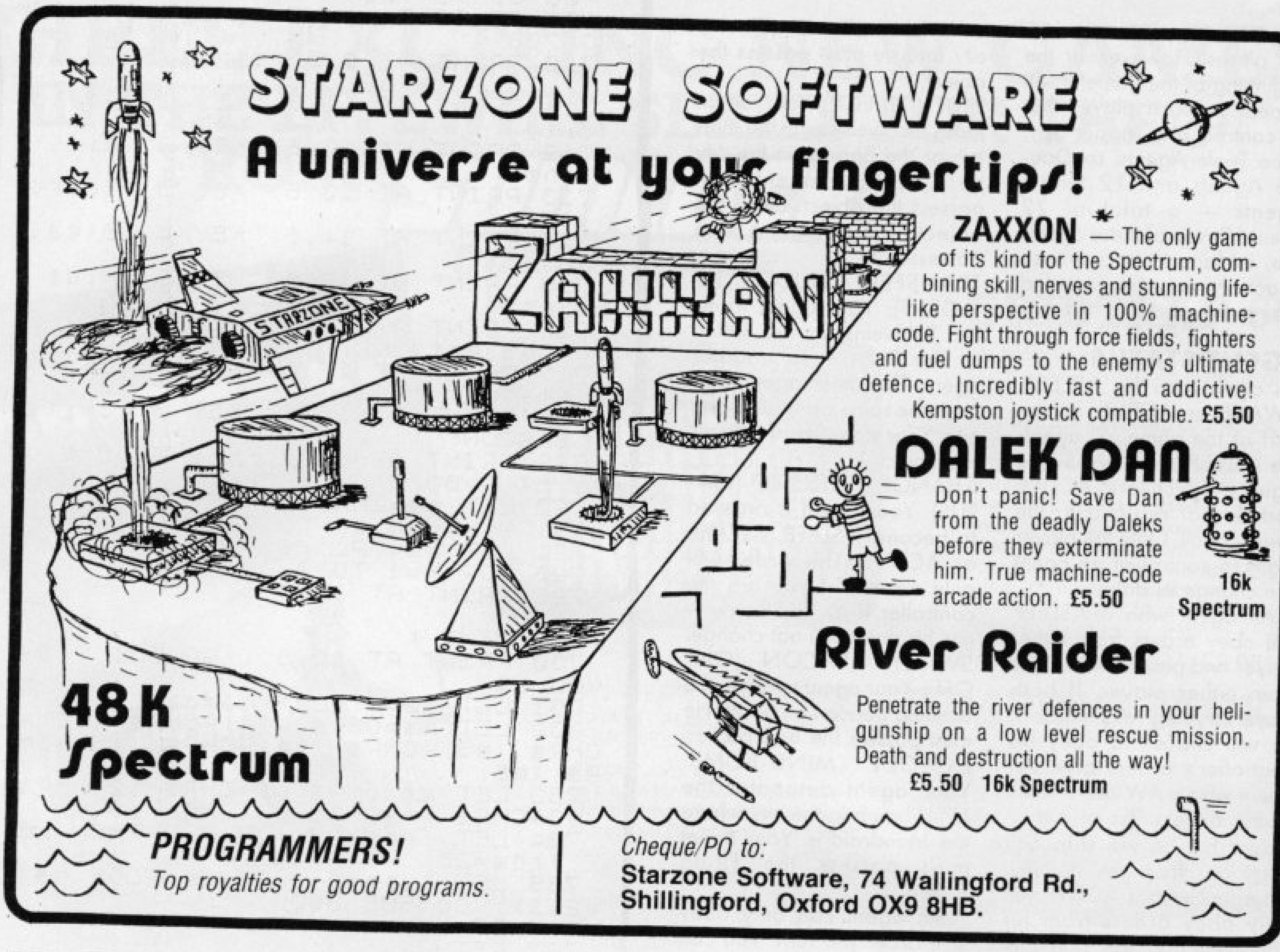
The same applies to the routing of messages. You can give an impossible route for a message if you choose (or are careless). The computer will not tell you that the route is impossible. It will just move the message as far as it can along the route and then ignore it.

STARTING THE GAME

When you RUN the program, the British and Russian flags appear on the screen and the two signature tunes play. There is then a five minute or so delay while the computer works out the details of its "telephone network". We suggest you use this time to

```
 706 GO TO 703
 707 IF CODE n$(m2,4)=0 THEN GO
TO 703
 710 PRINT AT 9,6;p$(p,1,5 TO 18
);" TO ";x$(m2)
 711 PRINT AT 11,6;"KEY 1  Go to
 city"
 712 PRINT AT 12,6;"KEY 2  Kill
agent"
 713 PRINT AT 13,6;"KEY 3  Searc
h city"
 714 PRINT AT 14,6;"KEY 4  Steal
 object"
 715 PRINT AT 15,6;"KEY 5  Hide
object"
 716 PRINT AT 16,6;"KEY 6  Trans
fer object"
 717 PRINT AT 17,6;"KEY 7  Chang
e status"
 718 PRINT AT 18,6;"KEY 8  Switc
h BEACON"
 719 PRINT AT 19,6;"KEY 9  Explo
de MIND-BOMB"
 720 LET k$=INKEY$: IF k$<"1" OR
 k$>"9" THEN GO TO 720
 721 LET m1=VAL k$
 725 FOR k=1 TO 9
 726 PRINT AT 10+k,6;"
       "
 727 NEXT k
 730 PRINT AT 10,6;: GO SUB 740+
VAL k$
 731 LET m3=p: LET m4=day
 732 LET m$=CHR$ (m1)+CHR$ (m2)+
CHR$ (m3)+CHR$ (m4)+CHR$ (m5)+CH
R$ (m6)
 733 LET m$=CHR$ m1+CHR$ m2+CHR$
 m3+CHR$ m4+CHR$ m5+CHR$ m6
 734 LET from=18: IF p=2 THEN LE
T from=25
 735 LET type=0: LET de=CODE n$(
m2,1): GO SUB 800
 736 IF k$="x" THEN GO TO 700
 737 RETURN
 738 REM ------------------
 739 REM PARAMETER SELECTION
 740 REM ------------------
 741 PRINT "Go to ...": GO TO 75
0
 742 PRINT "Kill ...": GO SUB 76
0: LET m5=ag: PRINT AT 10,11;x$(
m5): RETURN
 743 LET m5=CODE n$(m2,1): PRINT
 "Search ";w$(m5): RETURN
 744 PRINT "Steal ...": GO SUB 7
70: PRINT AT 10,12;r$(m5): PRINT
 AT 11,6;"from agent ...": GO SU
B 760: LET m6=ag: PRINT AT 11,17
;x$(m6): RETURN
 745 PRINT "Hide ...": GO SUB 77
0: PRINT AT 10,11;r$(m5): RETURN

 746 PRINT "Transfer ...": GO SU
B 770: PRINT AT 10,15;r$(m5): PR
INT AT 11,6;"to agent ...": GO S
UB 760: LET m6=ag: PRINT AT 11,1
5;x$(m6): RETURN
 747 PRINT "Change status to ...
": GO SUB 780: PRINT AT 10,23;q$
(m5): RETURN
 748 PRINT "Switch HOMING BEACON
 ...": GO SUB 790: PRINT AT 10,2
7;o$(m5): RETURN
 749 PRINT "Explode MIND-BOMB":
RETURN
 750 LET l=8: LET m5=CODE n$(m2,
1): FOR k=1 TO 8
 751 LET k$=y$(m5,k): IF k$=" "
THEN LET l=k-1: LET k=8: GO TO 7
53
 752 PRINT AT 12+k,6;"KEY ";k;"
";w$(CODE k$-64)
 753 NEXT k
 755 LET k$=INKEY$: IF k$<"1" OR
 k$>STR$ l THEN GO TO 755
```


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place the agents in their starting positions and to explain the rules to your opponent (or yourself!).

When the game is ready to go, the British flag appears on the screen with the Top Secret document page. The MI6 player enters his chosen clearance code and the game begins. Note that the game actually starts on day three of the crisis. This might seem silly, but in fact it's to prevent negative day numbers appearing — remember, Schweinstein's position up to three days ago has to be kept track of by the computer. Also note that neither player can call in reports on the first turn — there aren't any to call in!

Starting points for agents.

AGENT	CITY
ALPHA	AMSTERDAM
BRAVO	BELGRADE
CHARLIE	VIENNA
DELTA	PARIS
ECHO	OSLO
FOXTROT	LISBON
GOLF	MADRID
HOTEL	TANGIER
IVAN	WARSAW
JULIET	ROME
KING	ATHENS
LIMA	ISTANBUL
MIKE	BUCHAREST
NOBLE	SOFIA
OSCAR	PRAGUE
PAPA	COPENHAGEN
QUIZ	REYKJAVIK
ROMEO	LONDON
SIERRA	BRUSSELS
TANGO	BERLIN
UNCLE	HELSINKI
VICTOR	BUDAPEST
WINTER	DUBLIN
X-RAY	ZURICH
YANKEE	MOSCOW
ZULU	STOCKHOLM
ZERO	LONDON
ONE	LONDON
TWO	LONDON
THREE	LONDON
FOUR	LONDON
FIVE	MOSCOW
SIX	MOSCOW
SEVEN	MOSCOW
EIGHT	MOSCOW
NINE	MOSCOW

Program notes

The program uses 20 user-defined graphics characters, mainly to print the flags. In the listing these have been left in letter form so you can identify the right key to press more easily.

All the strings in the following lines contain graphics mode characters and not alphabetic characters. (To enter these lines, change to a "G" cursor by pressing caps shift/9 before typing the letters, and then return to a normal cursor with caps shift/9 again to finish typing the line. RJS) The lines are: 100-140, 510, 525, 2310-2325, 2380-2381.

There is not space here to describe in detail how the program works but a study of the listing should reveal most of its mechanisms. When you run the program there's a long delay while the computer calculates Z$ (city, city). This array stores the shortest distance between any two cities. If you want to eliminate this delay, do a dummy run and then save Z$() as an array to tape. Then replace lines 2800-2880 with a statement to load Z$().

```
 756 GO SUB 795
 757 LET m5=CODE y$(m5,VAL k$)-6
4: PRINT AT 10,12;w$(m5): RETURN

 759 REM ---KEY IN AGENT---
 760 PRINT AT 13,6;"PRESS KEY FO
R AGENT"
 761 LET k$=INKEY$
 762 IF k$>="a" AND k$<="z" THEN
 LET ag=CODE k$-96: GO TO 765
 763 IF k$>="0" AND k$<="9" THEN
 LET ag=CODE k$-21: GO TO 765
 764 GO TO 761
 765 IF CODE n$(ag,4)=0 THEN GO
TO 761
 766 LET l=1: GO SUB 795
 767 RETURN
 769 REM ---KEY IN OBJECT---
 770 FOR k=1 TO 3
 771 PRINT AT 12+k,6;"KEY ";k;"
";r$(k)
 772 NEXT k
 773 LET k$=INKEY$: IF k$<"1" OR
 k$>"3" THEN GO TO 773
```

```
 774 LET m5=VAL k$
 775 LET l=3: GO SUB 795
 776 RETURN
 779 REM ---KEY IN STATUS---
 780 FOR k=1 TO 3
 781 PRINT AT 12+k,6;"KEY ";k;"
";q$(k)
 782 NEXT k
 783 LET k$=INKEY$: IF k$<"1" OR
 k$>"3" THEN GO TO 783
 784 LET m5=VAL k$
 785 GO TO 775
 789 REM ---KEY IN ON/OFF---
 790 PRINT AT 13,6;"KEY 1 ON"
 791 PRINT AT 14,6;"KEY 2 OFF"
 792 LET k$=INKEY$: IF k$<"1" OR
 k$>"2" THEN GO TO 792
 793 LET m5=VAL k$
 794 LET l=2
 795 FOR k=1 TO l: PRINT AT 12+k
,6;"                        ";
NEXT k: RETURN
 797 REM ---------------
 798 REM MESSAGE ROUTING
 799 REM ---------------
 800 PRINT AT 13,6;"Choose route
 for message"
 801 PRINT AT 14,6;"by pressing
agent keys."
 802 PRINT AT 16,6;"Destination
of message"
 803 PRINT AT 17,6;"will end rou
te entry."
 804 PRINT AT 19,6;"SPACE will c
ancel."
 805 PRINT AT 20,6;"Longest rout
e = 8 agents."
 806 LET k$=INKEY$: IF (k$<"0" O
R k$>"9") AND (k$<"a" OR k$>"z")
 AND k$<>" " THEN GO TO 806
 807 IF k$=" " THEN LET k$="x":
RETURN
 808 LET l=8: GO SUB 795
 809 LET a$="": LET n=0: GO TO 8
11
 810 LET k$=INKEY$: IF k$=" " TH
EN LET l=8: GO SUB 795: GO TO 80
0
 811 IF k$>="0" AND k$<="9" THEN
 LET k=CODE k$-21: GO TO 814
 812 IF k$>="a" AND k$<="z" THEN
 LET k=CODE k$-96: GO TO 814
 813 GO TO 810
 814 IF CODE n$(k,4)=0 THEN GO T
O 810
 815 LET c=CODE n$(k,1): PRINT A
T 13+n,6;x$(k);" ";w$(c)
 816 LET n=n+1: LET a$=a$+CHR$ (
k): IF c=de AND (type=1 OR k=m2)
 THEN GO TO 820
 817 IF n=8 THEN PRINT AT 12,6;
FLASH 1;"THIS ROUTE IS TOO LONG"
: FOR k=1 TO 300: NEXT k: : LET l
=8: GO SUB 795: PRINT AT 12,6;"
                      ": GO TO 80
0
 818 IF INKEY$<>"" THEN GO TO 81
8
 819 GO TO 810
 820 LET l=8: GO SUB 795
 821 PRINT AT 13,6;"MESSAGE TO B
E SENT VIA"
 822 FOR k=0 TO 2: PRINT AT 15+k
,6;
 823 FOR j=1 TO 3
 824 IF k*3+j>n THEN GO TO 827
 825 LET ag=CODE a$(k*3+j)
 826 PRINT x$(ag);" ";
 827 NEXT j: NEXT k
 830 PRINT AT 20,6; FLASH 1;"KEY
CLEAR, COPY OR ENTER"
 831 LET k$=INKEY$: IF k$<>"" TH
EN GO TO 831
 832 LET k$=INKEY$
 833 IF k$="x" THEN RETURN
```

```
 834 IF k$="z" THEN PRINT AT 20,
6;"                          ": CO
PY : LET k$=CHR$ 13
 835 IF k$=CHR$ 13 THEN PRINT AT
 20,6;"THE MESSAGE IS BEING SENT
": GO TO 840
 836 GO TO 832
 840 LET s$(3,stack)=m$
 847 REM --------------------
 848 REM MESSAGE INTERCEPTION
 849 REM --------------------
 850 LET e=0: LET a$=i$+a$: LET
n=LEN a$: FOR k=1 TO n
 851 LET ag=CODE a$(k): LET to=C
ODE n$(ag,1)
 852 IF e=1 OR VAL z$(from,to)>1
 THEN LET e=1: GO TO 860
 853 LET orank=CODE n$(ag,p+1):
LET erank=CODE n$(ag,4-p)
 854 IF orank>=erank THEN GO TO
860
 855 LET im=CODE f$(2,ag,5): IF
im>0 AND CODE f$(2,ag,im+5)=stac
k THEN GO TO 860
 856 LET im=im+1: LET f$(2,ag,5)
=CHR$ im
 858 LET f$(2,ag,im+5)=CHR$ stac
k
 859 IF CODE n$(ag,4)<>1 THEN LE
T e=1: IF k=n AND CODE m$(1)<10
AND CODE n$(ag,4)=2 THEN LET e=0
 860 LET from=to
 865 NEXT k
 866 IF CODE m$(1)>9 OR e=1 THEN
 GO TO 870
 867 IF orank=0 THEN GO TO 870
 868 IF orank<erank AND CODE n$(
ag,5)<>0 THEN GO TO 870
 869 LET n$(ag,5)=CHR$ stack
 870 LET stack=stack+1: RETURN
 897 REM ----------
 898 REM PRINT FLAG
 899 REM ----------
 900 FOR k=1 TO 12
 910 PRINT AT y+k-1,x; BRIGHT 2-
p;u$(p,k)
 920 NEXT k
 930 RETURN
 947 REM -----------
 948 REM PLAYER TUNE
 949 REM -----------
 950 FOR k=1 TO 36
 955 LET k$=v$(p,1,k): IF k$="*"
 THEN LET k=36: GO TO 975
 960 LET n=n(CODE k$-96)
 965 LET d=VAL v$(p,2,k)*t(p)
 970 BEEP d,n
 975 NEXT k
 980 RETURN
 997 REM -------------
 998 REM GRAPHICS DATA
 999 REM -------------
1000 DATA 0,0,2,7,14,30,9,0
1001 DATA 0,0,16,56,103,192,128,
0
1002 DATA 0,0,16,8,4,4,4,132
1003 DATA 68,44,24,56,228,2,0,0
1004 DATA 192,240,252,255,255,25
5,255,255
1005 DATA 0,0,0,0,192,240,252,25
5
1006 DATA 63,15,3,0,0,0,0,0
1007 DATA 255,255,255,255,63,15,
3,0
1008 DATA 3,15,63,255,255,255,25
5,255
1009 DATA 0,0,0,0,3,15,63,255
1010 DATA 252,240,192,0,0,0,0,0
1011 DATA 255,255,255,255,252,24
0,192,0
1012 DATA 255,128,128,128,128,12
8,128,128
1013 DATA 255,1,1,1,1,1,1,1
1014 DATA 128,128,128,128,128,12
8,128,255
1015 DATA 1,1,1,1,1,1,1,255
1016 DATA 255,0,0,0,0,0,0,0
1017 DATA 0,0,0,0,0,0,0,255
1018 DATA 128,128,128,128,128,12
8,128,128
1019 DATA 1,1,1,1,1,1,1,1
1020 DATA 0,0,0,0,255,0,0,0
1097 REM ----------------
1098 REM "TOP SECRET" DATA
1099 REM ----------------
1100 DATA "
1110 DATA "
1120 DATA "
```



```
1197 REM ----------
1198 REM MUSIC DATA
1199 REM ----------
1200 DATA 0,2,4,5,7,9,11,12
1210 DATA "qwertyui"
1220 DATA "asdfghjk"
1230 DATA "ddffdfdsaugfdafsgfdsa
*"
1240 DATA "822614141866111133666

1250 DATA "iyiutiiuyydueytrewqwe
uteytrewqweute*"
1260 DATA "633661111336663111111113
3333111111113333"
1270 DATA 0.1,0.15
1297 REM ---------------
1298 REM VARIOUS STRINGS
1299 REM ---------------
1300 DATA "MI6 LONDON CONTROL"
1310 DATA "KGB MOSCOW CENTRAL"
1320 DATA "SCHW.315b/OZ"
1330 DATA "LIQ./ROBOTNIK/S-20"
1340 DATA "ON","OFF"
1350 DATA "ASLEEP","AWAKE","ACTI
VE"
1360 DATA "SCHWEINSTEIN","FIRING
 BUTTON","HOMING BEACON"
1370 DATA 4,3,3,4,3,2,3,2
1371 DATA 2,3,2,3,2,1,2,1
1372 DATA 2,1,2,1,1,2,1,2
1373 DATA 1,2,1,2,1,0,1,0
1374 DATA 1,0,1,0,1,0,1,0
1375 DATA 1,0,1,0,0,1,0,1
1376 DATA 0,1,0,1,0,1,0,1
1377 DATA 0,1,0,1,0,0,0,0
1378 DATA 0,0,0,0,0,0,0,0
1397 REM ----------------
1398 REM CITIES & AGENTS
1399 REM ----------------
1400 DATA "AMSTERDAM","ALPHA"
1401 DATA "BELGRADE","BRAVO"
1402 DATA "VIENNA","CHARLIE"
1403 DATA "PARIS","DELTA"
1404 DATA "OSLO","ECHO"
1405 DATA "LISBON","FOXTROT"
1406 DATA "MADRID","GOLF"
1407 DATA "TANGIER","HOTEL"
1408 DATA "WARSAW","IVAN"
1409 DATA "ROME","JULIET"
1410 DATA "ATHENS","KING"
1411 DATA "ISTANBUL","LIMA"
1412 DATA "BUCHAREST","MIKE"
1413 DATA "SOFIA","NOBLE"
1414 DATA "PRAGUE","OSCAR"
1415 DATA "COPENHAGEN","PAPA"
1416 DATA "REYKJAVIK","QUIZ"
1417 DATA "LONDON","ROMEO"
1418 DATA "BRUSSELS","SIERRA"
1419 DATA "BERLIN","TANGO"
1420 DATA "HELSINKI","UNCLE"
1421 DATA "BUDAPEST","VICTOR"
1422 DATA "DUBLIN","WINTER"
1423 DATA "ZURICH","X-RAY"
1424 DATA "MOSCOW","YANKEE"
1425 DATA "STOCKHOLM","ZULU"
1430 DATA "ZERO","ONE"
1431 DATA "TWO","THREE"
1432 DATA "FOUR","FIVE"
1433 DATA "SIX","SEVEN"
1434 DATA "EIGHT","NINE"
1440 DATA "PTSR"
```

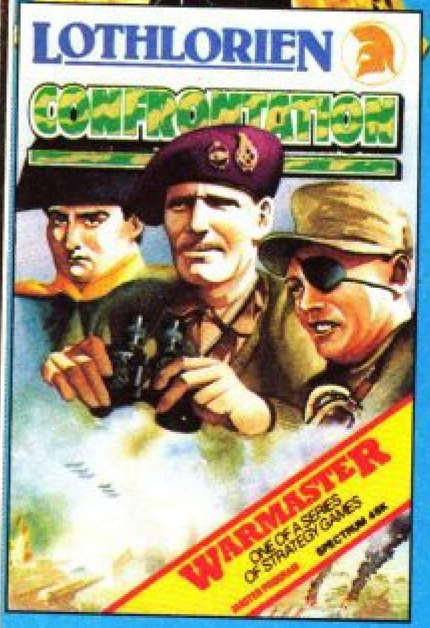

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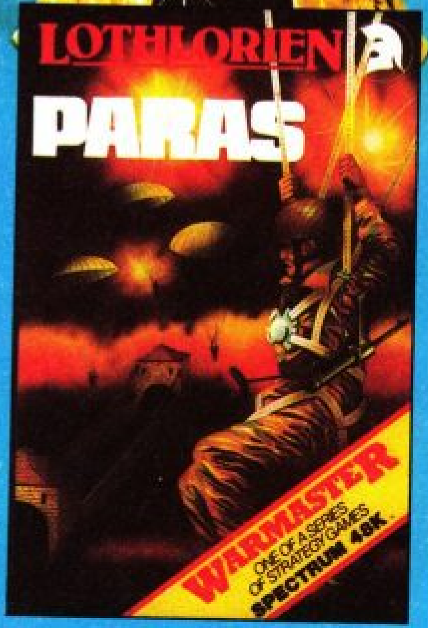
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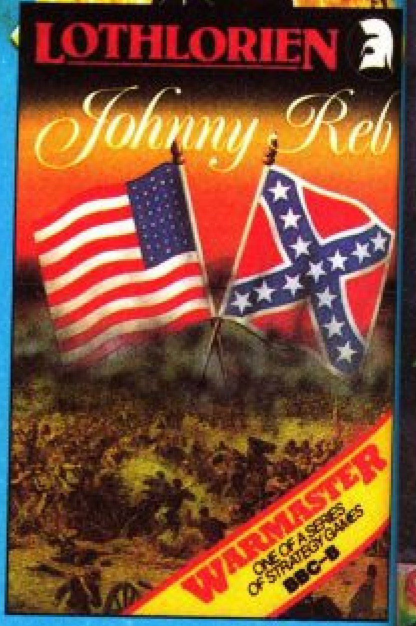
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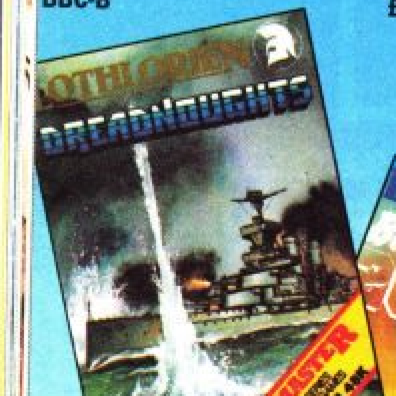
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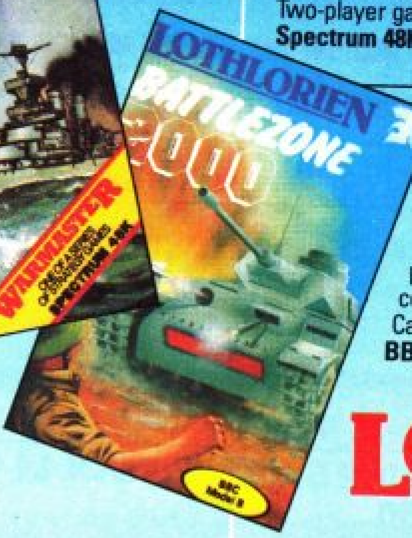
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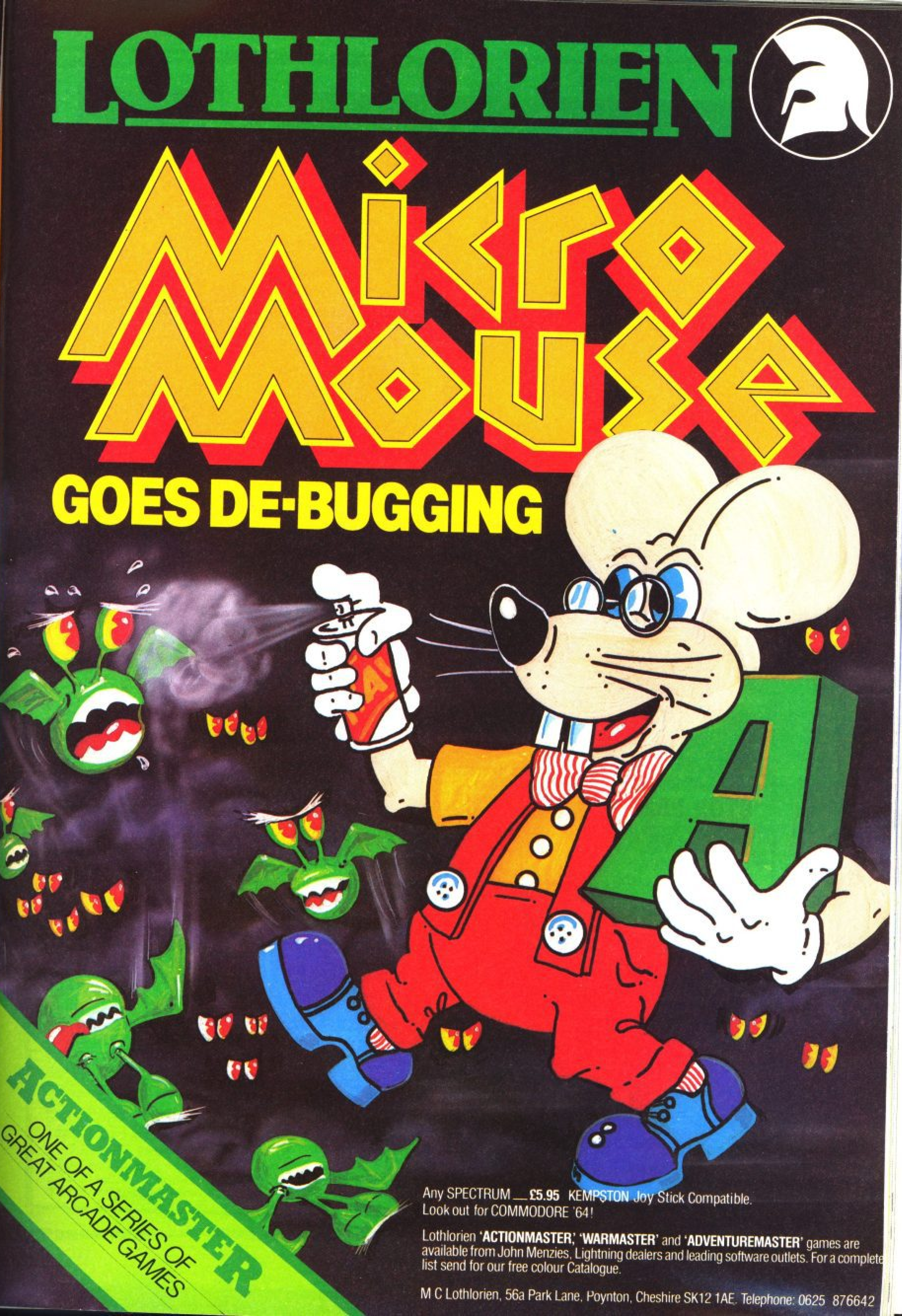
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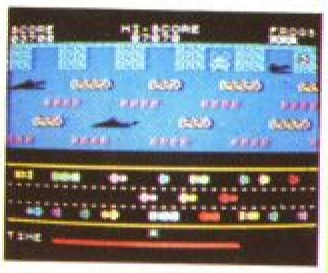
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```
1441 DATA "VMNKJC"
1442 DATA "OVBJXT"
1443 DATA "STXJGR"
1444 DATA "UZPRWQ"
1445 DATA "WRGH"
1446 DATA "RDJKHF"
1447 DATA "KFG"
1448 DATA "YVOTPZ"
1449 DATA "CBKGDX"
1450 DATA "NLHGJB"
1451 DATA "YKNM"
1452 DATA "YLNBV"
1453 DATA "MLKB"
1454 DATA "IVCT"
1455 DATA "EZITAR"
1456 DATA "UEW"
1457 DATA "EPASDGFW"
1458 DATA "ATDR"
1459 DATA "PIOCXDSA"
1460 DATA "YZEQ"
1461 DATA "IYMBCO"
1462 DATA "QERF"
1463 DATA "TCJD"
1464 DATA "LMVIZU"
1465 DATA "UYIPE"
1997 REM ----------
1998 REM GAME START
1999 REM ----------
2000 BORDER 7: PAPER 7: INK 0: BRIGHT 0: FLASH 0: OVER 0: INVERSE 0: CLS
2010 PRINT AT 0,7;"T R E A C H E R Y"
2020 PRINT : PRINT "      When the KGB and MI6 wage a"
2030 PRINT "war of wits through the capitals"
2040 PRINT "of Europe, nothing is simple !"
2097 REM ------------------
2098 REM READ GRAPHICS DATA
2099 REM ------------------
2100 FOR c=0 TO 20
2110 FOR b=0 TO 7
2120 READ n
2130 POKE USR "a"+c*8+b,n
2140 NEXT b
2150 NEXT c
2197 REM -----------------
2198 REM READ "TOP SECRET"
2199 REM -----------------
2200 DIM t$(3,20)
2210 FOR l=1 TO 3
2220 READ t$(l)
2230 NEXT l
2297 REM -----------------------
2298 REM CONSTRUCT FLAG STRINGS
2299 REM -----------------------
2300 DIM u$(2,12,33)
2310 LET a$="F"
2311 LET b$="HEF"
2312 LET c$="EF"
2313 LET d$="GH"
2314 LET e$="GHE"
2315 LET f$="G"
2320 LET g$="K"
2321 LET h$="ILK"
2322 LET i$="JI"
2323 LET j$="LK"
2324 LET k$="JIL"
2325 LET l$="J"
2326 LET y$=CHR$ (16)+CHR$ (2)
2327 LET z$=CHR$ (16)+CHR$ (1)
2328 LET m$=y$+" ████ "
2330 LET u$(1,1)=y$+c$+z$+d$+"███"+m$+z$+"████"+j$+y$+i$
2331 LET u$(1,2)=y$+d$+c$+z$+d$+"█"+m$+z$+"█"+j$+y$+i$+j$
2332 LET u$(1,3)=z$+c$+y$+d$+c$+z$+f$+m$+z$+g$+y$+i$+j$+z$+i$
2333 LET u$(1,4)=z$+"██"+c$+y$+e$+m$+h$+z$+i$+"██"
2334 LET u$(1,5)="                  "+m$+"  "
2335 LET u$(1,6)=y$+"█████████████████████"
2336 LET u$(1,7)=u$(1,6)
2337 LET u$(1,8)=u$(1,5)
2338 LET u$(1,9)=z$+"██"+j$+y$+k$+m$+b$+z$+d$+"██"
2339 LET u$(1,10)=z$+j$+y$+i$+j$+z$+l$+m$+z$+a$+y$+d$+c$+z$+d$
2340 LET u$(1,11)=y$+i$+j$+z$+i$+"█"+m$+z$+"█"+c$+y$+d$+c$
2341 LET u$(1,12)=y$+j$+z$+i$+"███"+m$+z$+"████"+c$+y$+d$
2350 FOR l=1 TO 12
2351 FOR c=33 TO 22 STEP -1
2352 IF u$(1,l,c)=" " THEN LET u$(1,l,c)=CHR$ (8)
2353 NEXT c
2354 NEXT l
2360 LET l$=CHR$ (16)+CHR$ (6)+CHR$ (17)+CHR$ (2)
2361 FOR c=1 TO 19
2362 LET l$=l$+" "
2363 NEXT c
2364 FOR c=1 TO 10
2365 LET l$=l$+CHR$ (8)
2366 NEXT c
2370 FOR l=1 TO 12
2371 LET u$(2,l)=l$
2372 NEXT l
2380 LET u$(2,2,21 TO 22)="AC"
2381 LET u$(2,3,21 TO 22)="BD"
2397 REM ---------------
2398 REM READ MUSIC DATA
2399 REM ---------------
2400 DIM n(26)
2401 DIM v(8)
2402 DIM v$(2,2,36)
2403 DIM t(2)
2410 FOR v=1 TO 8
2411 READ v(v)
2412 NEXT v
2420 FOR j=-12 TO 0 STEP 12
2422 READ n$
2423 FOR k=1 TO 8
2424 LET l=CODE n$(k)-96
2425 LET n(l)=v(k)+j
2426 NEXT k
2427 NEXT j
2430 FOR k=1 TO 2
2431 FOR j=1 TO 2
2432 READ v$(k,j)
2433 NEXT j
2434 NEXT k
2440 READ t(1),t(2)
2497 REM -------------
2498 REM FLAGS & MUSIC
2499 REM -------------
2500 LET p=2: LET x=0: LET y=6
2510 GO SUB 900
2520 GO SUB 950
2530 PAUSE 30
2540 LET p=1: LET x=13: LET y=10
2550 GO SUB 900
2560 GO SUB 950
2597 REM --------------------
2598 REM READ VARIOUS STRINGS
2599 REM --------------------
2600 DIM p$(2,2,18)
2610 READ p$(1,1),p$(2,1)
2620 READ p$(1,2),p$(2,2)
2625 DIM o$(2,3): DIM q$(3,6): DIM r$(3,13)
2630 DIM o$(2,3): DIM q$(3,6): DIM r$(3,13)
2635 DIM s$(3,16,6)
2640 READ o$(1),o$(2)
2650 READ q$(1),q$(2),q$(3)
2660 READ r$(1),r$(2),r$(3)
2670 DIM n$(36,5): DIM f$(2,36,14)
2671 FOR k=1 TO 26: LET n$(k,1)=CHR$ (k): NEXT k
2672 FOR k=27 TO 31: LET n$(k,1)=CHR$ (18): NEXT k
```

```
2673 FOR k=32 TO 36: LET n$(k,1)=CHR$ (25): NEXT k
2675 LET m$="": FOR k=1 TO 13: LET m$=m$+CHR$ 0: NEXT k
2680 RANDOMIZE : FOR k=1 TO 36
2681 READ a,b
2682 LET c=INT (RND*36+1): IF CODE n$(c,2)<>32 THEN GO TO 2682
2683 LET n$(c,2)=CHR$ a: LET n$(c,3)=CHR$ b
2684 LET f$(1,c)=CHR$ 1+m$: LET n$(c,4)=CHR$ 1
2685 IF (a=1 AND b=0) OR (a=0 AND b=1) THEN LET f$(1,c)=CHR$ 3+m$: LET n$(c,4)=CHR$ 3
2686 LET f$(2,c)=f$(1,c)
2687 LET n$(c,5)=CHR$ 0
2688 NEXT k
2690 DIM g$(2,6)
2695 DIM o(6,5): DIM s(4)
2697 REM --------------------
2698 REM READ CITIES & AGENTS
2699 REM --------------------
2700 DIM w$(26,10): DIM x$(36,7)
2710 FOR k=1 TO 26
2720 READ w$(k),x$(k)
2730 NEXT k
2740 FOR k=27 TO 36
2750 READ x$(k)
2760 NEXT k
2770 DIM y$(26,8)
2775 FOR k=1 TO 26
2780 READ y$(k)
2790 NEXT k
2797 REM ---------------------
2798 REM CITY TO CITY DISTANCE
2799 REM ---------------------
2800 DIM z$(26,26): LET nn=26: LET e=1
2805 LET a$="": LET b$="": LET n=0: FOR k=1 TO 26
2810 LET z$(k,k)="0"
2815 FOR j=1 TO 8
2820 LET j$=y$(k,j): IF j$=" " THEN LET j=8: GO TO 2830
2825 LET l=CODE j$-64
2826 LET z$(k,l)="1"
2827 LET n=n+1: LET a$=a$+CHR$ (k): LET b$=b$+CHR$ (l)
2830 NEXT j: NEXT k
2835 LET nn=nn+n: IF nn=26*26 THEN GO TO 2890
2836 LET c$="": LET d$="": LET ns=n: LET n=0
2837 LET e=e+1: LET e$=STR$ e
2840 FOR i=1 TO ns
2845 LET k=CODE a$(i): LET j=CODE b$(i)
2850 FOR m=1 TO 8
2855 LET m$=y$(j,m): IF m$=" " THEN LET m=8: GO TO 2870
2860 LET l=CODE m$-64
2861 IF z$(k,l)<>" " THEN GO TO 2870
2865 LET z$(k,l)=e$
2866 LET n=n+1: LET c$=c$+CHR$ (k): LET d$=d$+CHR$ (l)
2870 NEXT m
2875 NEXT i
2880 LET a$=c$: LET b$=d$: GO TO 2835
2997 REM ----------
2998 REM GAME START
2999 REM ----------
3000 LET day=3
3010 LET stack=1
3020 LET p=1
3030 LET r=INT (RND*26+1): IF r=18 OR r=25 THEN GO TO 3030
3040 LET s(1)=r: LET schwag=0
3050 FOR j=1 TO 5: GO SUB 7000: NEXT j
3060 LET r=INT (RND*26+1): IF r=18 OR r=25 THEN GO TO 3060
3065 LET btag=0: LET btloc=r
3070 LET r=INT (RND*26+1): IF r=18 OR r=25 OR r=btloc THEN GO TO 3070
3075 LET bcag=0: LET bcloc=r: LET bcon=2
3080 LET manloc=INT (RND*26+1)
3085 LET explod=0
3090 GO TO 5000
3497 REM -----------------
3498 REM PRINT AGENT RANKS
3499 REM -----------------
3500 GO SUB 100
3505 PRINT AT 5,6;p$(p,1,1 TO 4);"AGENT & RANK DAY ";day
3510 LET y=7: LET x=6
3515 FOR k=1 TO 36
3520 IF CODE n$(k,4)=0 OR CODE n$(k,p+1)=0 THEN GO TO 3550
3525 LET a=CODE n$(k,p+1)
3530 PRINT AT y,x;x$(k);" ";a
3535 LET y=y+1
3540 IF y=18 THEN LET y=7: LET x=18
3550 NEXT k
3560 GO TO 200
3597 REM ------------------
3598 REM LIST AGENT REPORTS
3599 REM ------------------
3600 GO SUB 100
3605 PRINT AT 5,6;p$(p,1,1 TO 4);"AGENT REPORTS DAY ";day
3610 LET y=7: LET x=6
3615 FOR k=1 TO 36
3616 IF CODE n$(k,4)=0 THEN GO TO 3660
3620 LET orank=CODE n$(k,p+1)
3625 LET erank=CODE n$(k,4-p)
3630 IF orank<=erank OR CODE f$(1,k,5)=0 THEN GO TO 3660
3640 PRINT AT y,x;x$(k);" ";CODE f$(1,k,5)
3650 LET y=y+1: IF y=18 THEN LET y=7: LET x=18
3660 NEXT k
3670 GO TO 200
4997 REM -------------------
4998 REM PLAYER TURN REPORTS
4999 REM -------------------
5000 LET reports=0: GO SUB 150
5005 IF reports=5 THEN GO TO 5100
5006 GO SUB 100
5010 IF day=3 THEN GO TO 5100
5015 PRINT AT 5,6;p$(p,1);" DAY ";day
5020 PRINT AT 7,6;"YESTERDAY'S FIELD REPORTS"
5025 PRINT AT 9,6;"KEY 1 List all agents"
5026 PRINT AT 10,6;"      and their rank"
5030 PRINT AT 12,6;"KEY 2 List agents with"
5031 PRINT AT 13,6;"      reports to send and"
5032 PRINT AT 14,6;"      how many reports"
5035 PRINT AT 16,6;"KEY 3 Call in a report"
5040 PRINT AT 18,6;"KEY 4 Finish with reports"
5041 PRINT AT 19,6;"      Give today's orders"
5050 LET k$=INKEY$: IF k$<"1" OR k$>"4" THEN GO TO 5050
5060 IF k$="1" THEN GO SUB 3500: GO TO 5005
5065 IF k$="2" THEN GO SUB 3600: GO TO 5005
5070 IF k$="3" THEN GO SUB 400: LET reports=reports+1: GO TO 5005
5097 REM ------------------
5098 REM PLAYER TURN ORDERS
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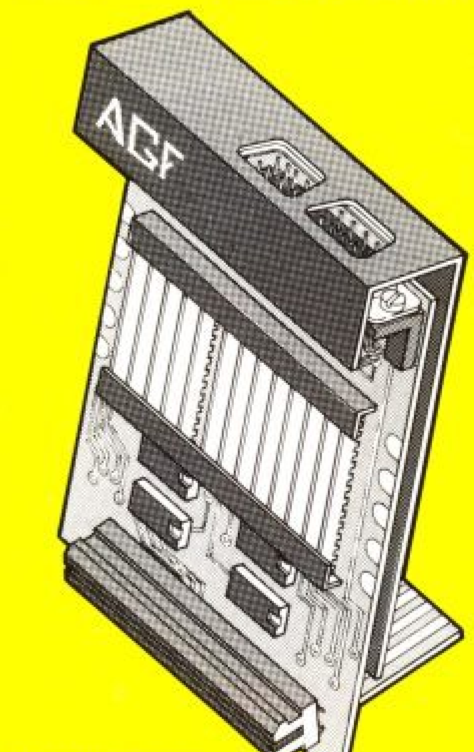
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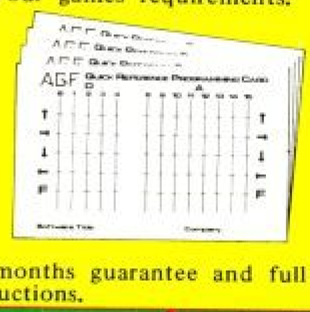
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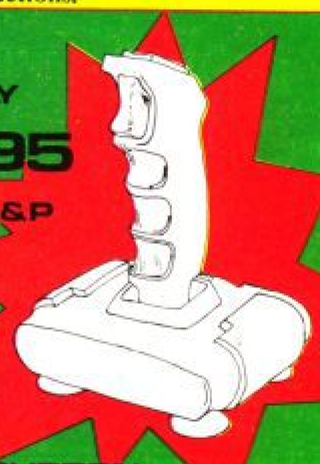


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5099 REM ------------------
5100 LET orders=0
5101 IF orders=3 THEN GO TO 5170
5102 GO SUB 100
5105 PRINT AT 5,6;p$(p,1);" DAY
";day
5110 PRINT AT 7,6;"TODAY'S ORDER
S"
5120 PRINT AT 9,6;"KEY 1 List al
l agents"
5121 PRINT AT 10,6;"        and th
eir rank"
5125 PRINT AT 12,6;"KEY 2 Give a
n order"
5130 PRINT AT 14,6;"KEY 3 Finish
 with orders"
5131 PRINT AT 15,6;"        Operat
ions over"
5132 PRINT AT 16,6;"        until
tomorrow"
5140 LET k$=INKEY$: IF k$<"1" OR
k$>"3" THEN GO TO 5140
5150 IF k$="1" THEN GO SUB 3500:
 GO TO 5101
5160 IF k$="2" THEN GO SUB 700:
LET orders=orders+1: GO TO 5101
5170 LET p=p+1: IF p<3 THEN GO T
O 5000
5197 REM ----------
5198 REM END OF DAY
5199 REM ----------
5200 GO SUB 6000
5210 LET day=day+1
5220 FOR k=1 TO 16
5225 LET s$(1,k)=s$(2,k)
5230 LET s$(2,k)=s$(3,k)
5235 NEXT k: LET stack=1
5240 LET m$="": FOR k=1 TO 13: L
ET m$=m$+CHR$ 0: NEXT k
5245 FOR k=1 TO 36
5250 LET f$(1,k)=f$(2,k)
5255 LET f$(2,k)=n$(k,4)+m$
5260 NEXT k
5270 LET p=1
5280 GO TO 5000
5997 REM --------------
5998 REM EXECUTE ORDERS
5999 REM --------------
6000 BRIGHT 0: CLS : BRIGHT 1
6010 GO SUB 100
6020 PRINT AT 5,6;"END OF DAY ";
day;"'s TREACHERY"
6025 GO SUB 7000
6030 FOR k=1 TO 6: FOR j=1 TO 5:
 LET o(k,j)=0: NEXT j: NEXT k
6040 LET no=0
6050 FOR k=1 TO 36
6060 LET o1=CODE n$(k,5): IF o1=
0 THEN GO TO 6080
6070 LET no=no+1
6071 LET o(no,1)=CODE s$(3,o1,1)
6072 LET o(no,2)=CODE s$(3,o1,2)
6073 LET o(no,3)=CODE s$(3,o1,5)
6074 LET o(no,4)=CODE s$(3,o1,6)
6075 LET o(no,5)=CODE s$(3,o1,3)
6076 LET n$(k,5)=CHR$ 0
6080 NEXT k
6090 LET y=7
6100 FOR o=1 TO no: IF o(o,1)=9
THEN GO SUB 7100
6101 NEXT o
6110 FOR o=1 TO no: IF o(o,1)=1
THEN GO SUB 7200
6111 NEXT o
6120 FOR o=1 TO no: IF o(o,1)=5
THEN GO SUB 7300
6121 NEXT o
6130 FOR o=1 TO no: IF o(o,1)=6
THEN GO SUB 7400
6131 NEXT o
6140 FOR o=1 TO no: IF o(o,1)=3
THEN GO SUB 7500
6141 NEXT o
6150 FOR o=1 TO no: IF o(o,1)=4
THEN GO SUB 7600
6151 NEXT o
6160 FOR o=1 TO no: IF o(o,1)=2
THEN GO SUB 7700
6161 NEXT o
6170 FOR o=1 TO no: IF o(o,1)=8
THEN GO SUB 7800
6171 NEXT o
6180 FOR o=1 TO no: IF o(o,1)=7
THEN GO SUB 7900
6181 NEXT o
6190 FOR k=1 TO 36
6192 IF CODE f$(2,k,2)<>0 THEN L
ET f$(2,k,5)=CHR$ (CODE f$(2,k,5
)+1)
6193 NEXT k
6200 PRINT AT y,6;"3 days ago SC
HWEINSTEIN": LET y=y+1
6210 PRINT AT y,6;"was seen in "
;w$(s(4)): LET y=y+1
6220 IF bcon=2 THEN GO TO 6230
6225 PRINT AT y,6;"BEACON ON in
";w$(bcloc): LET y=y+1
6230 IF btag=0 THEN GO TO 6240
6235 PRINT AT y,6;"FIRING BUTTON
 detected": LET y=y+1
6236 PRINT AT y,6;"in ";w$(btloc
): LET y=y+1
6240 IF explod=1 THEN GO TO 6300
6250 LET d=VAL z$(manloc,bcloc)
6255 IF d=0 AND bcon=1 THEN GO T
O 6270
6260 LET n=0: FOR k=1 TO 8
6261 IF y$(manloc,k)<>" " THEN L
ET n=n+1
6262 NEXT k
6263 LET r=INT (RND*n+1)
6264 IF bcon=2 THEN LET manloc=C
ODE y$(manloc,r)-64: GO TO 6270
6265 LET c=CODE y$(manloc,r)-64
6266 IF VAL z$(c,bcloc)>=d THEN
GO TO 6263
6267 LET manloc=c
6270 PRINT AT y,6;"MANDROID in "
;w$(manloc): LET y=y+1
6300 IF s(1)<>18 AND s(1)<>25 TH
EN GO TO 200
6310 IF s(1)=18 THEN PRINT AT y,
6;"SCHWEINSTEIN IN LONDON": LET
y=y+2: PRINT AT y,6;"MI6 HAVE WO
N THE GAME": LET p=1
6320 IF s(1)=25 THEN PRINT AT y,
6;"SCHWEINSTEIN IN MOSCOW": LET
y=y+2: PRINT AT y,6;"THE KGB HAV
E WON THE GAME": LET p=2
6330 GO SUB 950: GO TO 6330
6997 REM -----------------
6998 REM MOVE SCHWEINSTEIN
6999 REM -----------------
7000 FOR k=4 TO 2 STEP -1
7010 LET s(k)=s(k-1)
7020 NEXT k
7030 IF schwag>0 THEN RETURN
7040 LET n=0: FOR k=1 TO 8
7041 IF y$(s(1),k)<>" " THEN LET
 n=n+1
7042 NEXT k
7050 LET r=INT (RND*n+1)
7055 LET c=CODE y$(s(1),r)-64
7060 IF c=s(3) OR c=18 OR c=25 T
HEN GO TO 7050
7070 LET s(1)=c: RETURN
7097 REM ---------------
7098 REM EXPLODE MINDBOMB
7099 REM ---------------
7100 IF explod=1 THEN RETURN
7105 LET ag=o(o,2): IF btag<>ag
THEN LET ob=2: GO TO 7480
7110 PRINT AT y,6;"MIND-BOMB exp
lodes in": LET y=y+1
7120 PRINT AT y,6;w$(manloc): LE
T y=y+1
7130 IF manloc=18 THEN LET y=y+1
: PRINT AT y,6;"THE KGB HAVE WON
 THE GAME": LET p=2: GO TO 6330
```

```
7140 IF manloc=25 THEN LET y=y+1
: PRINT AT y,6;"MI6 HAVE WON THE
 GAME": LET p=1: GO TO 6330
7150 FOR k=1 TO 36
7160 IF CODE n$(k,1)<>manloc THE
N GO TO 7170
7161 LET n$(k,4)=CHR$ 0
7162 IF btag=k THEN LET btag=0
7163 IF bcag=k THEN LET bcag=0
7164 IF schwag=k THEN LET schwag
=0
7170 NEXT k
7180 LET explod=1: RETURN
7197 REM ----------
7198 REM GO TO CITY
7199 REM ----------
7200 LET ag=o(o,2): LET c=o(o,3)
7205 IF CODE n$(ag,4)=0 THEN RET
URN
7210 LET n$(ag,1)=CHR$ c
7220 IF btag=ag THEN LET btloc=c
7230 IF bcag=ag THEN LET bcloc=c
7240 IF schwag=ag THEN LET s(1)=
c
7250 PRINT AT y,6;x$(ag);" go to
 ";w$(c)
7260 LET y=y+1: RETURN
7297 REM -----------
7298 REM HIDE OBJECT
7299 REM -----------
7300 LET ag=o(o,2): LET ob=o(o,3
)
7301 IF CODE n$(ag,4)=0 THEN RET
URN
7305 GO TO 7300+10*ob
7310 IF schwag<>ag THEN GO TO 74
80
7311 LET schwag=0: RETURN
7320 IF btag<>ag THEN GO TO 7480
7321 LET btag=0: RETURN
7330 IF bcag<>ag THEN GO TO 7480
7331 LET bcag=0: RETURN
7397 REM ---------------
7398 REM TRANSFER OBJECT
7399 REM ---------------
7400 LET ag=o(o,2): LET ob=o(o,3
): LET to=o(o,4): IF ag=to THEN
RETURN
7401 IF CODE n$(ag,4)=0 OR CODE
n$(to,4)=0 THEN RETURN
7402 LET fc=CODE n$(ag,1): LET t
c=CODE n$(to,1)
7403 IF z$(fc,tc)>"1" THEN RETUR
N
7405 GO TO 7400+10*ob
7410 IF schwag<>ag THEN GO TO 74
80
7411 LET schwag=to: LET s(1)=tc
7412 GO TO 7450
7420 IF btag<>ag THEN GO TO 7480
7421 LET btag=to: LET btloc=tc
7422 GO TO 7450
7430 IF bcag<>ag THEN GO TO 7480
7431 LET bcag=to: LET bcloc=tc
7450 LET f$(2,to,2)=CHR$ 13
7455 LET f$(2,to,3)=CHR$ ob
7460 LET f$(2,to,4)=CHR$ ag
7470 RETURN
7480 IF o(o,1)=4 THEN GO TO 7490
7481 LET f$(2,ag,2)=CHR$ 14
7482 LET f$(2,ag,3)=CHR$ ob
7483 RETURN
7490 LET f$(2,to,2)=CHR$ 14
7491 LET f$(2,to,3)=CHR$ ob
7493 RETURN
7497 REM -----------
7498 REM SEARCH CITY
7499 REM -----------
7500 LET ag=o(o,2): LET c=o(o,3)
7505 IF CODE n$(ag,4)=0 THEN RET
URN
7510 LET sl=0: FOR k=3 TO 2 STEP
 -1
```

```
7511 IF s(k)=c THEN LET sl=k
7512 NEXT k
7513 IF sl=0 THEN GO TO 7520
7514 LET f$(2,ag,2)=CHR$ 12
7515 LET f$(2,ag,3)=CHR$ (day+1-
sl)
7516 LET f$(2,ag,4)=CHR$ c
7520 IF s(1)<>c THEN GO TO 7530
7521 IF schwag=0 THEN LET schwag
=ag: LET f$(2,ag,2)=CHR$ 10: GO
TO 7525
7522 LET f$(2,ag,2)=CHR$ 11
7525 LET f$(2,ag,3)=CHR$ 1
7526 LET f$(2,ag,4)=CHR$ c
7528 RETURN
7530 IF btloc<>c OR btag<>0 THEN
 GO TO 7540
7531 LET f$(2,ag,2)=CHR$ 10
7532 LET f$(2,ag,3)=CHR$ 2
7533 LET f$(2,ag,4)=CHR$ c
7534 LET btag=ag
7540 IF bcloc<>c OR bcon=1 THEN
RETURN
7541 IF bcag=0 THEN LET bcag=ag:
 LET f$(2,ag,2)=CHR$ 10: GO TO 7
545
7542 LET f$(2,ag,2)=CHR$ 11
7545 LET f$(2,ag,3)=CHR$ 3
7546 LET f$(2,ag,4)=CHR$ c
7550 RETURN
7597 REM ------------
7598 REM STEAL OBJECT
7599 REM ------------
7600 LET to=o(o,2): LET ob=o(o,3
): LET ag=o(o,4): IF ag=to THEN
RETURN
7610 GO SUB 7401
7620 IF CODE f$(2,to,2)<>13 THEN
 RETURN
7630 LET f$(2,ag,2)=CHR$ 15
7640 RETURN
7697 REM ----------
7698 REM KILL AGENT
7699 REM ----------
7700 LET ag=o(o,2): LET to=o(o,3
)
7701 IF ag=to THEN RETURN
7705 IF CODE n$(ag,4)=0 OR CODE
n$(to,4)=0 THEN RETURN
7710 LET c=CODE n$(ag,1)
7715 IF CODE n$(to,1)<>c THEN RE
TURN
7720 LET n$(to,4)=CHR$ 0
7725 IF btag=to THEN LET btag=0
7730 IF bcag=to THEN LET bcag=0
7735 IF schwag=to THEN LET schwa
g=0
7740 PRINT AT y,6;x$(to);" is el
iminated"
7745 LET y=y+1
7750 RETURN
7797 REM -------------
7798 REM SWITCH BEACON
7799 REM -------------
7800 LET ag=o(o,2): LET on=o(o,3
)
7805 IF CODE n$(ag,4)=0 THEN RET
URN
7810 IF bcag<>ag THEN LET ob=3:
GO TO 7480
7820 LET bcon=on
7830 RETURN
7897 REM -------------
7898 REM CHANGE STATUS
7899 REM -------------
7900 LET ag=o(o,2): LET pl=o(o,5
)
7905 IF CODE n$(ag,4)=0 THEN RET
URN
7910 LET orank=CODE n$(ag,pl+1)
7915 LET erank=CODE n$(ag,4-pl)
7920 IF erank>orank THEN RETURN
7925 LET n$(ag,4)=CHR$ o(o,3)
7930 RETURN
```



WALL DEFENCE

The siege has been on for weeks. The invading troops have surrounded your castle fortress and are waiting for you and the rest of the inhabitants to surrender or die of hunger.

The conflict has suddenly taken a turn for the worse. The frustrated troops are tired of waiting for the surrender and have attacked the fortress! Men are now swarming around the towers and battlements you are guarding, and have started clambering up the walls. You'll have to act fast to save your beleaguered people from being slaughtered to death in their beds.

The only option open to you is to knock the invading soldiers down the outer wall by dropping rocks on their heads. More and more reinforcements are called and your task becomes a frantic race against time.

Can you save the medieval castle from the marauders or will you be overcome and allow the fortress to be ransacked?

Program notes

10-50 Sets up user defined graphics
60 Sets up important variables
70-80 Set up screen
90-95 Reads joystick position
100-130 Position of each climber
135 Prints score
1000 Dropped stone routine
2000-3000 Plots climber
5000 Instructions

Variables
A(X) Position of each climber
Q = Position of player
R = Rate of ascent
SC = Score
G = Position of stone
F = Position of fallen climber

```
2 DIM A$(1):? "Do you want instructions
";:INPUT A$:IF A$="Y" THEN GOTO 5000
3 IF A$<>"N" THEN 2
5 REM
10 GRAPHICS 1+16:POKE 756,56:SETCOLOR 1,
0,9:SETCOLOR 2,0,0:SETCOLOR 4,9,5
20 FOR X=0 TO 1023:POKE 14336+X,PEEK(573
44+X):NEXT X:FOR X=14344 TO 14399:READ B
:POKE X,B:NEXT X
30 DATA 61,61,61,25,255,188,188,188,63,6
3,51,51,51,48,48,48,188,188,188,144,255,
61,61,61
40 DATA 252,252,204,204,204,12,12,12,189
,189,189,145,255,60,60,60,60,126,255,255
,255,255,126,60
50 DATA 255,24,24,255,255,129,129,255
60 R=0.25:Q=9:DIM A(9):FOR X=1 TO 9:A(X)
=21:SC=0:F=21
70 FOR X=0 TO 479:? #6;"'";:NEXT X:POSIT
ION 0,0:? #6;"                         "
71 POSITION 0,1:? #6;"
  "
80 POSITION 0,2:? #6;"
  "
88 FOR X=1 TO 9:A(X)=21:NEXT X
90 S=STICK(0):Q=Q+(S=6)+(S=7)+(S=5)-(S=1
0)-(S=11)-(S=9):IF STRIG(0)=0 THEN GOSUB
 1000
91 IF Q<=1 THEN Q=1
92 IF Q>=17 THEN Q=17
```

```
95 POSITION Q,1:? #6;" ";CHR$(6);" ":POS
ITION Q,2:? #6;" ";CHR$(5);" ":SOUND 1,0
,0,0:SOUND 1,150,8,10
100 FOR X=1 TO 9:IF INT(A(X))/2=INT(INT(
A(X))/2) THEN A=INT(A(X)):B=X*2:GOSUB 20
00
110 IF INT(A(X))/2<>INT(INT(A(X))/2) THE
N A=INT(A(X)):B=X*2:GOSUB 3000
120 IF A(X)<=2 THEN GOSUB 4000
```

Illustration: Terry Rogers

WALL DEFENCE RUNS ON AN ATARI 400 IN 16K WITH ONE JOYSTICK

BY STEPHEN SARGENT



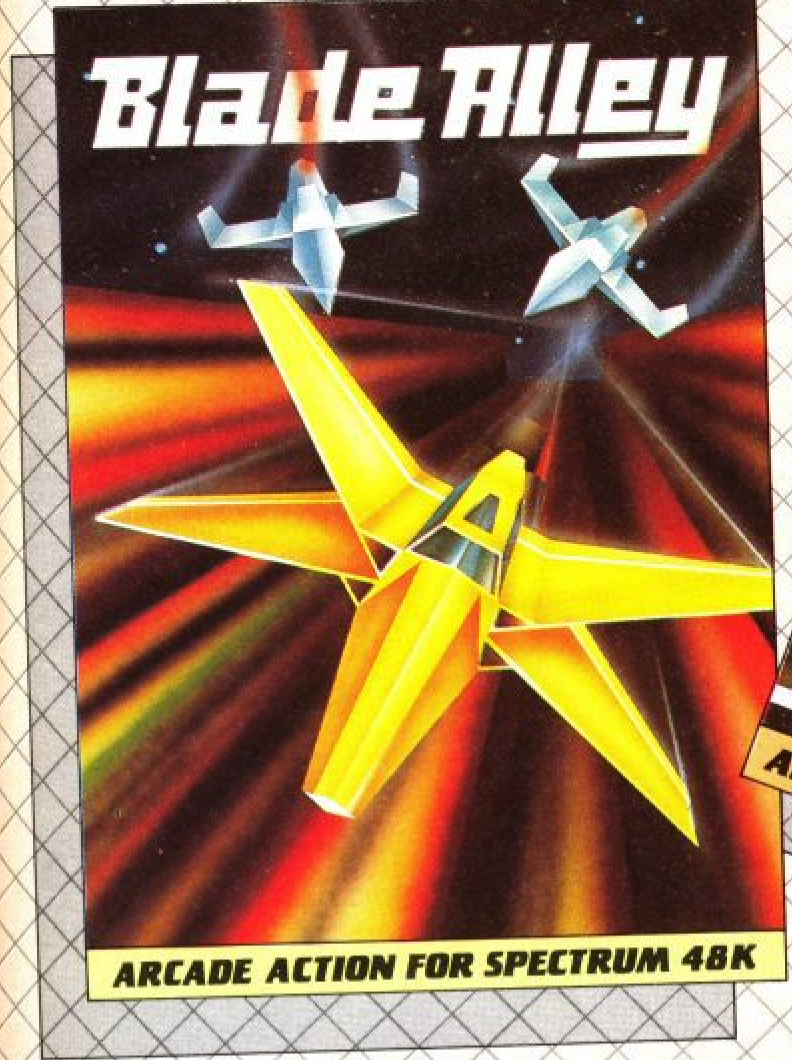
```
130 A(X)=A(X)-R:SOUND 1,90,3,8:NEXT X
135 POSITION 1,0:? #6;"score;";SC
140 GOTO 90
1000 IF (Q+1)/2<>INT((Q+1)/2) THEN 1050
1001 G=(Q+1)/2:FOR O=3 TO A(G):POSITION
Q+1,O:? #6;CHR$(6):FOR D=1 TO 50:NEXT D:
POSITION Q+1,O:? #6;"'"
1002 SOUND 1,90,10,8:NEXT O:FOR O=A(G) T
O F:POSITION Q+1,O:? #6;"!":POSITION Q+1
,O+1:? #6;""":SOUND 1,20,10,8
1003 FOR D=1 TO 10:NEXT D:POSITION Q+1,O
:? #6;CHR$(6):FOR D=1 TO 10:NEXT D
1004 POSITION Q+1,O:? #6;"'":NEXT O:SC=S
C+10:A(G)=F:H=H+1:SOUND 1,0,0,0
1005 IF H=5 THEN F=F-1:H=0
1006 GOTO 1200
1050 FOR O=3 TO 21:POSITION Q+1,O:? #6;C
HR$(6):FOR D=1 TO 30:NEXT D:POSITION Q+1
,O:? #6;"'"
1055 SOUND 1,20,3,8
1060 NEXT O
1200 RETURN
2000 POSITION B,A:? #6;"!":POSITION B,A+
1:? #6;""":POSITION B,A+2:? #6;"'":RETUR
N
3000 POSITION B,A:? #6;"#":POSITION B,A+
1:? #6;"$":POSITION B,A+2:? #6;"'":RETUR
N
4000 GRAPHICS 1+16:POSITION 1,10:? #6;"t
he enemy has         reached the top of  t
he wall":? #6;"YOU LOOSE"
4001 FOR X=200 TO 10 STEP -10:SOUND 1,X,
10,8:NEXT X:? #6;"ANOTHER GAME(Y/N)":OPE
N #1,1,0,"K:":GET #1,A:CLOSE #1
4002 POKE 764,255:IF PEEK(764)<>255 THEN
 OPEN #1,4,0,"K:":GET #1,A:CLOSE #1
4003 IF CHR$(A)="N" THEN END
4004 IF CHR$(A)="Y" THEN RUN
4005 GOTO 4002
5000 ? ,"INSTRUCTIONS":? ,"[12 CTRL M]":
? :? " The castle's defences are down."
5001 ? "There is only one man left to de
fend  the north wall .That man is you!!"
5002 ? " You are armed with only rocks w
hich  you can throw down at the onslaugh
t "
5003 ? "of attackers climbing the wall.
      The fate of the castle is in your
  "
5004 ? "hands .Do not let the enemy reac
h the top off the wall.":?
5005 ? " SCORING ":?
5006 ? "Under 600        :- POOR":? "Betwe
en 601,700:- AVERAGE":? "Between 701,800
:- GOOD"
5007 ? "Over 801         :- EXECELLENT":?
:? " HIT RETURN TO CONTINUE ":INPUT A$:G
OTO 5
```

The following should be typed in inverse

Line 135	'score'
1002	'!' and '"'
2000	'!' and '"'
3000	'#' and '$'
4000	'YOU LOSE'

In line 5000 Type 12 CONTROL M's

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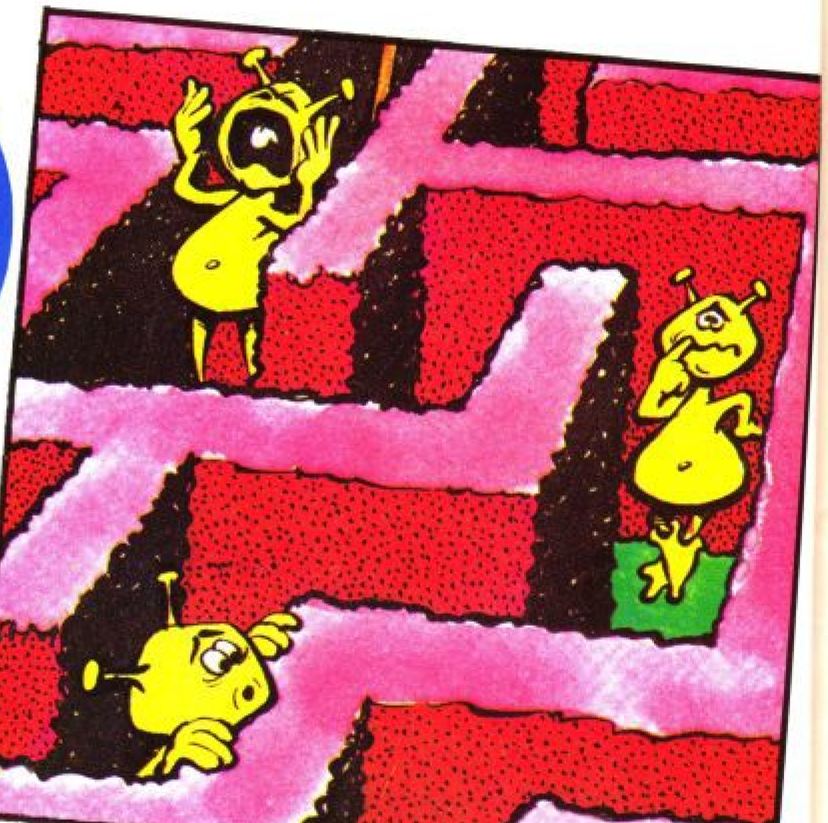
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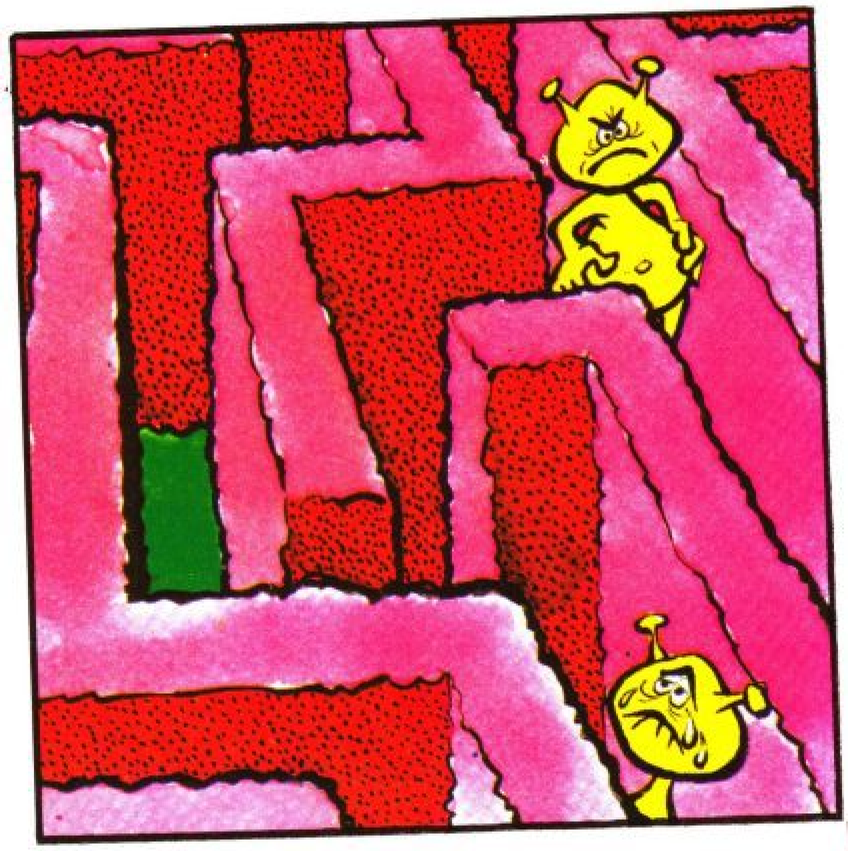
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3D MAZE

BY HENRY WRIGHT

RUNS ON A SPECTRUM IN 48K





```
 30 GO SUB 7000: REM Instruct
 35 GO TO 9000: REM Arrays
 40 LET x=7: LET y=7
 50 REM x and y of man in maze
 60 INPUT "What now? ";a$
 70 LET q=x: LET w=y
 80 IF a$="7" THEN GO TO 140
 90 IF a$="6" THEN GO TO 180
100 IF a$="8" THEN GO TO 255
110 IF a$="5" THEN GO TO 215
120 IF a$="map" AND t=1 AND m<=
3 THEN GO SUB 2000: LET m=m+1
125 IF a$="help" THEN GO TO 400
0
130 GO TO 60
135 REM ON
140 IF d$="North" THEN LET w=y-
1: GO TO 310
150 IF d$="South" THEN LET w=y+
1: GO TO 340
160 IF d$="East" THEN LET q=x+1
: GO TO 370
170 IF d$="West" THEN LET q=x-1
: GO TO 400
175 REM BACK
180 IF d$="North" THEN LET w=y+
1: GO TO 340
```



Can you escape from this a-maze-ing 3D maze? Will you be able to discover the map which tells you the secret of the hidden exit? Or will you be too greedy and go for the gold strewn around the maze and be trapped forever when the hidden exit closes? Well, get typing and find out — you'll never know if you just sit there!

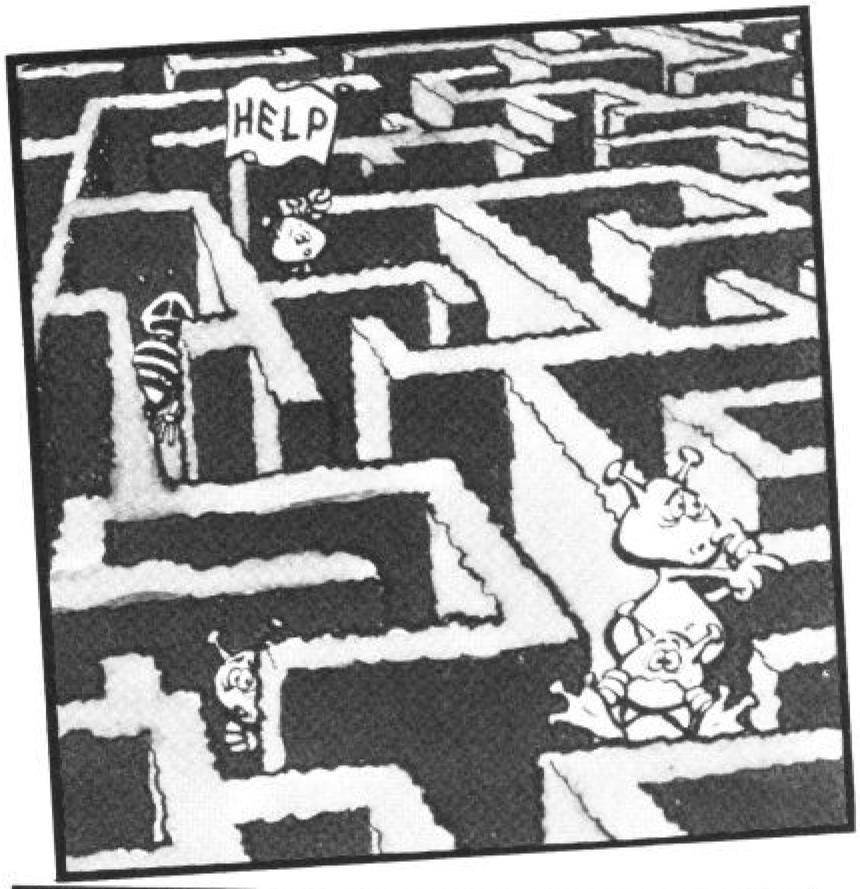
Full instructions can be found in the program, but here are a few notes which might help you get more out of the game.

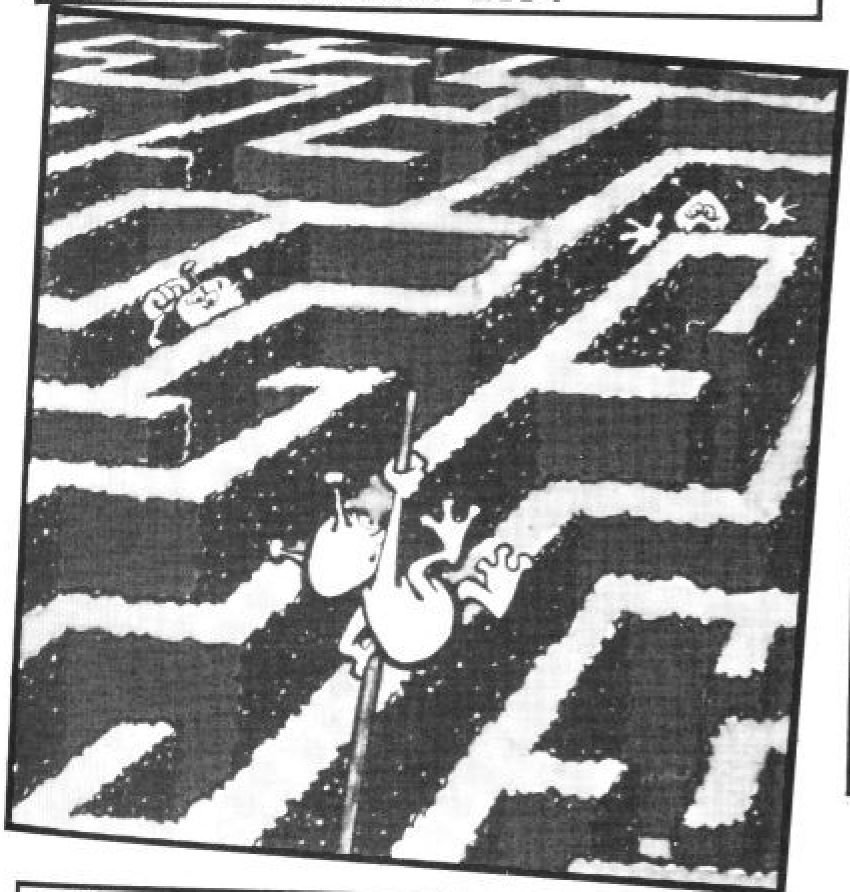
The data for the maze can be found at the end of the program in four large arrays. You could create your own mind-boggling maze by playing around with the program using the following code. ∅=wall, 1=path, 2=right hand turn, 3=left hand turn, 4=right hand turn with dead end, 5=left hand turn with dead end, 6=crossroads, 7=T-junction, 8=doorway, 9=dead end.

The location of the map can be changed in line 3∅1∅ to make your game harder — or easier. At the moment you'll find the map at location 11,7.

Illustration: Terry Rogers.

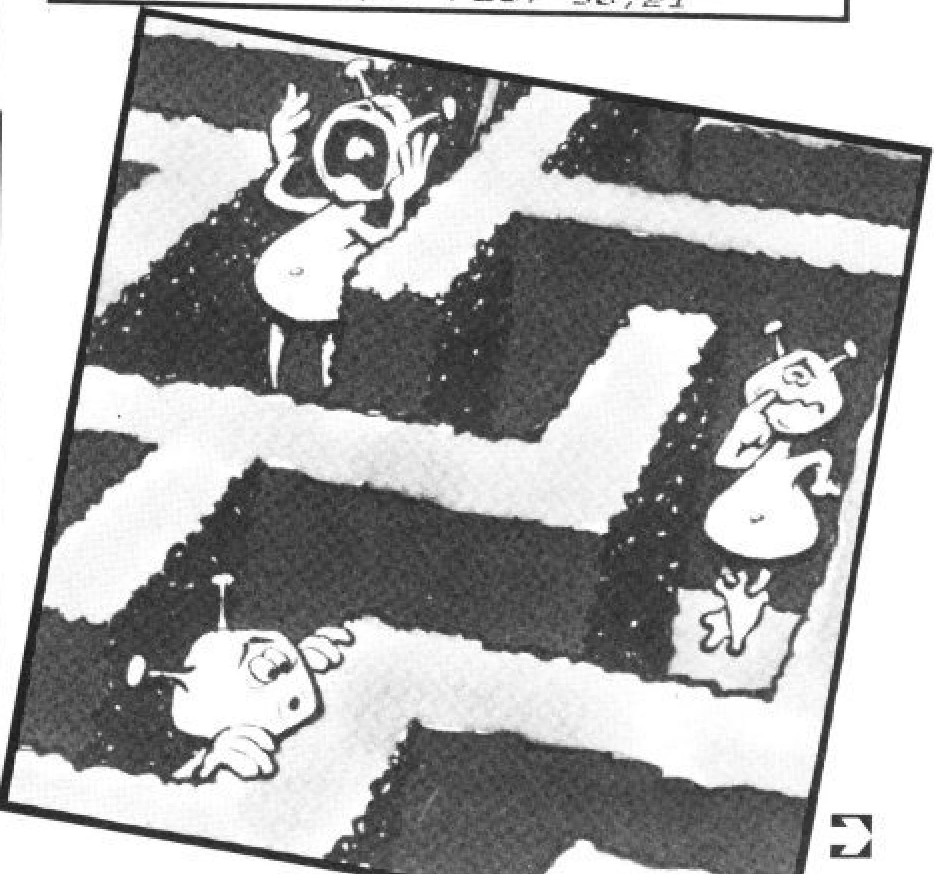
```
 190 IF d$="South" THEN LET w=y-
1: GO TO 310
 200 IF d$="East" THEN LET q=x-1
: GO TO 400
 210 IF d$="West" THEN LET q=x+1
: GO TO 370
 215 REM LEFT
 220 IF d$="North" THEN LET q=x-
1: GO TO 400
 230 IF d$="South" THEN LET q=x+
1: GO TO 370
 240 IF d$="East" THEN LET w=y-1
: GO TO 310
 250 IF d$="West" THEN LET w=y+1
: GO TO 340
 255 REM RIGHT
 260 IF d$="North" THEN LET q=x+
1: GO TO 370
 270 IF d$="South" THEN LET q=x-
1: GO TO 400
 280 IF d$="East" THEN LET w=y+1
: GO TO 340
 290 IF d$="West" THEN LET w=y-1
: GO TO 310
 300 REM Movement North
 310 IF n(q,w)=0 THEN GO TO 60
 320 LET z=n(q,w): LET d$="North
": GO TO 1000
 330 REM Movement South
 340 IF s(q,w)=0 THEN GO TO 60
 350 LET z=s(q,w): LET d$="South
": GO TO 1000
 360 REM Movement East
```





```
 370 IF e(q,w)=0 THEN GO TO 60
 380 LET z=e(q,w): LET d$="East"
: GO TO 1000
 390 REM Movement West
 400 IF w(q,w)=0 THEN GO TO 60
 410 LET z=w(q,w): LET d$="West"
: GO TO 1000
1000 LET x=q: LET y=w: CLS
1005 REM Path
1010 DRAW 100,0: DRAW 0,170: DRA
W -100,0: DRAW 0,-170: DRAW 50,1
00: DRAW 50,-100: PLOT 0,150: DR
AW 50,-50: DRAW 50,50: PLOT 10,2
0: DRAW 0,120: PLOT 90,20: DRAW
0,120: PLOT 20,40: DRAW 0,90: PL
OT 80,40: DRAW 0,90: PLOT 30,60:
 DRAW 0,60: PLOT 70,60: DRAW 0,6
0: PLOT 39,78: DRAW 0,32: PLOT 6
1,78: DRAW 0,32
1020 IF x=10 AND y=5 AND t=0 THE
N GO TO 60
1021 IF z=3 OR z=5 THEN GO TO 10
50
1022 IF z=1 THEN GO TO 3000
1023 IF z=9 THEN GO TO 1100
1024 IF z=8 THEN GO TO 1130
1030 REM Right hand turn
1040 PLOT 80,130: DRAW OVER 1;9,
9: PLOT 80,130: DRAW OVER 1;9,
0,40: DRAW 8,0: PLOT 8
0,40: DRAW OVER 1;10,-19: PLOT 8
0,40: DRAW 8,0: PLOT 90,21
```

```
1050 IF z=2 THEN GO TO 3000
1051 IF z=4 THEN GO TO 1100
1060 REM Left hand turn
1070 PLOT 10,140: DRAW OVER 1;9,
-9: PLOT 10,130: DRAW 10,0: PLOT
 10,20: DRAW OVER 1;10,20: PLOT
10,40: DRAW 10,0
1080 IF z=3 THEN GO TO 3000
1081 IF z=6 THEN GO TO 3000
1100 REM Dead end
1110 FOR f=20 TO 80 STEP 3: PLOT
 f,40: DRAW 0,90: NEXT f: FOR f=
40 TO 130 STEP 3: PLOT 20,f: DRA
W 60,0: NEXT f
1120 IF z<>8 THEN GO TO 3000
1130 REM Door way
1140 FOR f=20 TO 80: PLOT f,40:
DRAW 0,90: NEXT f: PLOT 25,130:
DRAW 25,25: DRAW 25,-25: PLOT 20
,130: DRAW 30,30: DRAW 30,-30: P
LOT 35,130: DRAW 15,15: DRAW 15,
-15: PLOT 45,130: DRAW 5,5: DRAW
 5,-5: PRINT INK 7;AT 10,2;"
  "; INK 0;AT 10,2;"WELL DONE
": FOR f=1 TO 5: FOR n=1 TO 10:
BEEP 0.05,n: NEXT n: NEXT f: FOR
 f=1 TO 6: FOR n=20 TO 10 STEP -
```



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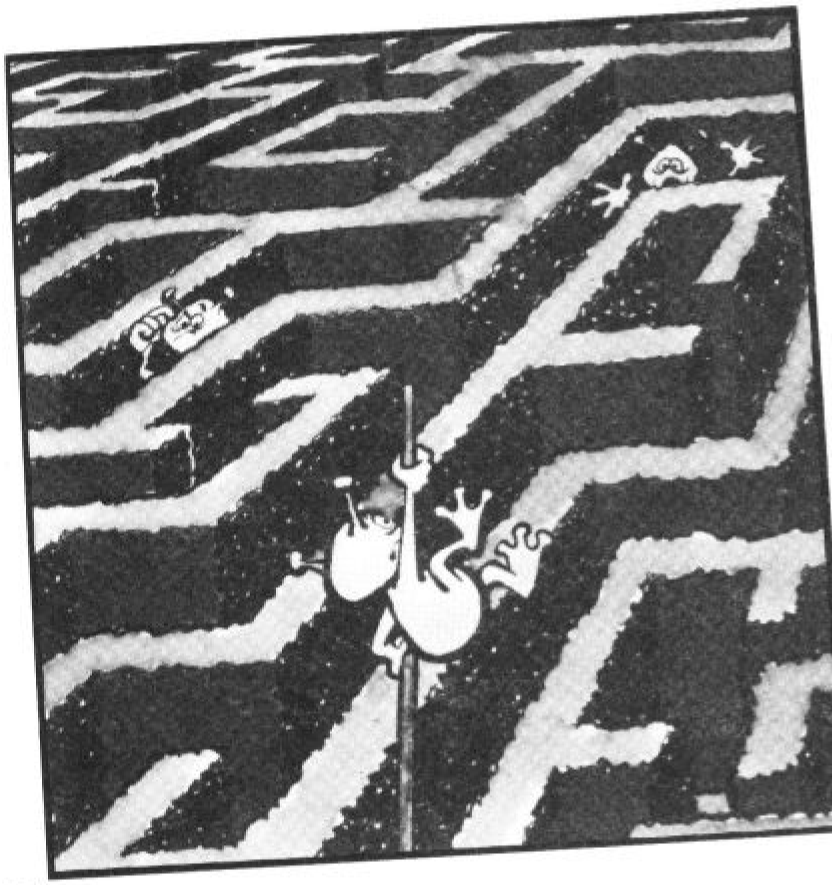
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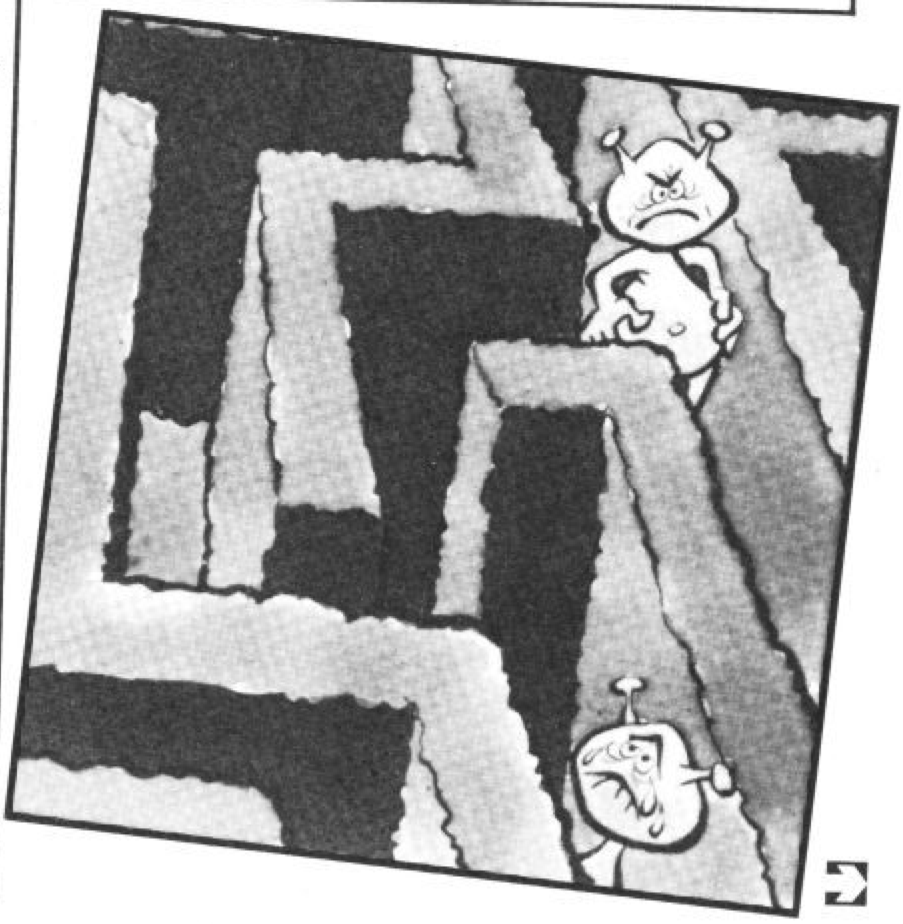
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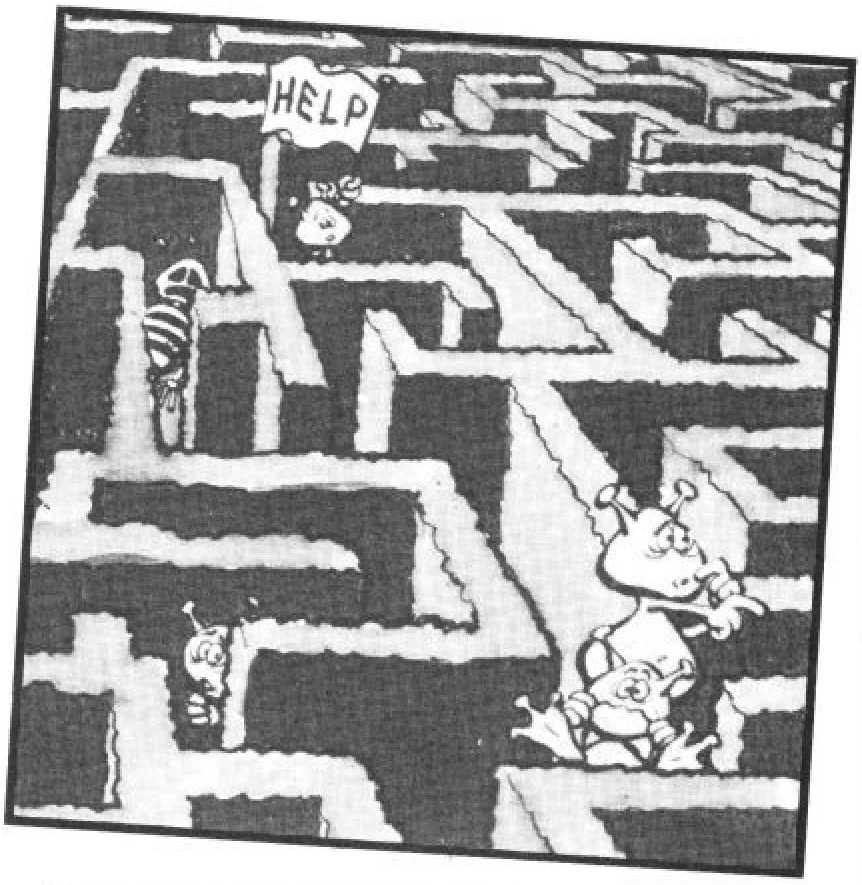
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```
10: BEEP 0.05,n: NEXT n: NEXT f:
 GO TO 8000
2000 REM Draws map of maze
2010 FOR f=1 TO 14
2020 FOR n=1 TO 15
2030 IF n(n,f)=0 THEN LET a$="█"
2040 IF n(n,f)>=1 THEN LET a$="
"
2050 IF n=x AND f=y THEN LET a$=
"*"
2060 PRINT AT f+4,n+15;a$
2070 NEXT n
2080 NEXT f
2090 RETURN
3000 REM Found map
3001 REM X,Y of map in maze
3010 IF x=11 AND y=7 AND t=0 THE
N GO TO 3030
3020 GO TO 60
3030 LET t=1
3040 BEEP 1,10
3050 PRINT AT 5,16;"You Have Fou
nd"
3060 PRINT AT 6,16;"The MAP!!!"
3070 FOR f=20 TO 1 STEP -1: BEEP
 0.05,f: BEEP 0.05,-f: NEXT f
3080 GO TO 60
4000 REM Help
4010 PRINT AT 5,16;"Now for my h
elp"
4020 PRINT AT 6,16;"TRY HARDER"
4030 PRINT AT 7,16;"__________"
4040 INPUT "Do you give in(Y/N)
";a$
4050 IF a$="Y" OR a$="y" THEN GO
 TO 4070
4060 PAUSE 100: GO TO 60
4070 FOR f=1 TO 10: BEEP 0.5,-f:
 NEXT f
4080 PRINT AT 1,16;"Here is the
Maze"
4090 PRINT AT 2,16;"_____________
_____"
4110 GO SUB 2000
4120 PAUSE 100
4130 CLS
4140 PRINT ''''
4150 GO TO 8045
7000 REM INSTRUCTIONS
7010 CLS
7020 PRINT AT 0,10;"INSTRUCTIONS
";AT 1,10;"------------"
7030 PRINT ''"  In this game you
 must escape"
7040 PRINT "from the centre of a
 15 by 14 "
7050 PRINT "maze:However this is
 no ordinary"
7060 PRINT "maze,as you move in
real 3D."
7070 PRINT "  While you are in t
he maze you"
7080 PRINT "can't see over any w
alls but if"
7090 PRINT "you find a map you c
an use it to"
7100 PRINT "to help you escape."
7110 PRINT "  (N.B. Until you fi
nd the map"
7120 PRINT "the exit from the ma
ze is"
7130 PRINT "invisble and will no
t be seen"
7140 PRINT "even if you walk pas
t it!)"
7180 PRINT AT 21,7;"Press any ke
y"
7190 PAUSE 0: GO TO 7210
7200 GO TO 7190
7210 BEEP 0.09,10: BEEP 0.10,-10
7220 CLS
7230 PRINT AT 4,5;"Here are the
controls:-"
7240 PRINT ''''"       Word or Key F
unction"
7250 PRINT '"      7             Mov
es forwards"
7260 PRINT "      6             Move
s backwards"
7270 PRINT "      8             Turn
s right"
7280 PRINT "      5             Turn
s left"
7290 PRINT "      map           Show
s map "
7300 PRINT "                    if f
ound"
7310 PRINT "      help          Give
s a little"
7320 PRINT "                    advi
ce"
7350 PLOT 0,115: DRAW 255,0: DRA
W 0,-90: DRAW -255,0: DRAW 0,90:
 PLOT 0,100: DRAW 255,0: PLOT 12
5,115: DRAW 0,-90
7360 PRINT AT 21,0;"Press any ke
y and wait 50 Sec"
7370 IF INKEY$="" THEN BEEP 0.05
,INT (RND*10)+1: GO TO 7370
7380 PRINT FLASH 1;AT 21,0;"
   Please Wait              "
7390 RETURN
8000 REM End of Game
8010 CLS
8020 PRINT AT 1,10;"End of Game"
;AT 2,10;"--- -- ----"
8030 PRINT ''"  You managed to E
SCAPE from "
8040 PRINT "the 3D maze."
8045 PRINT "  Do you want anothe
r game or"
8050 PRINT "are you afraid?"
```

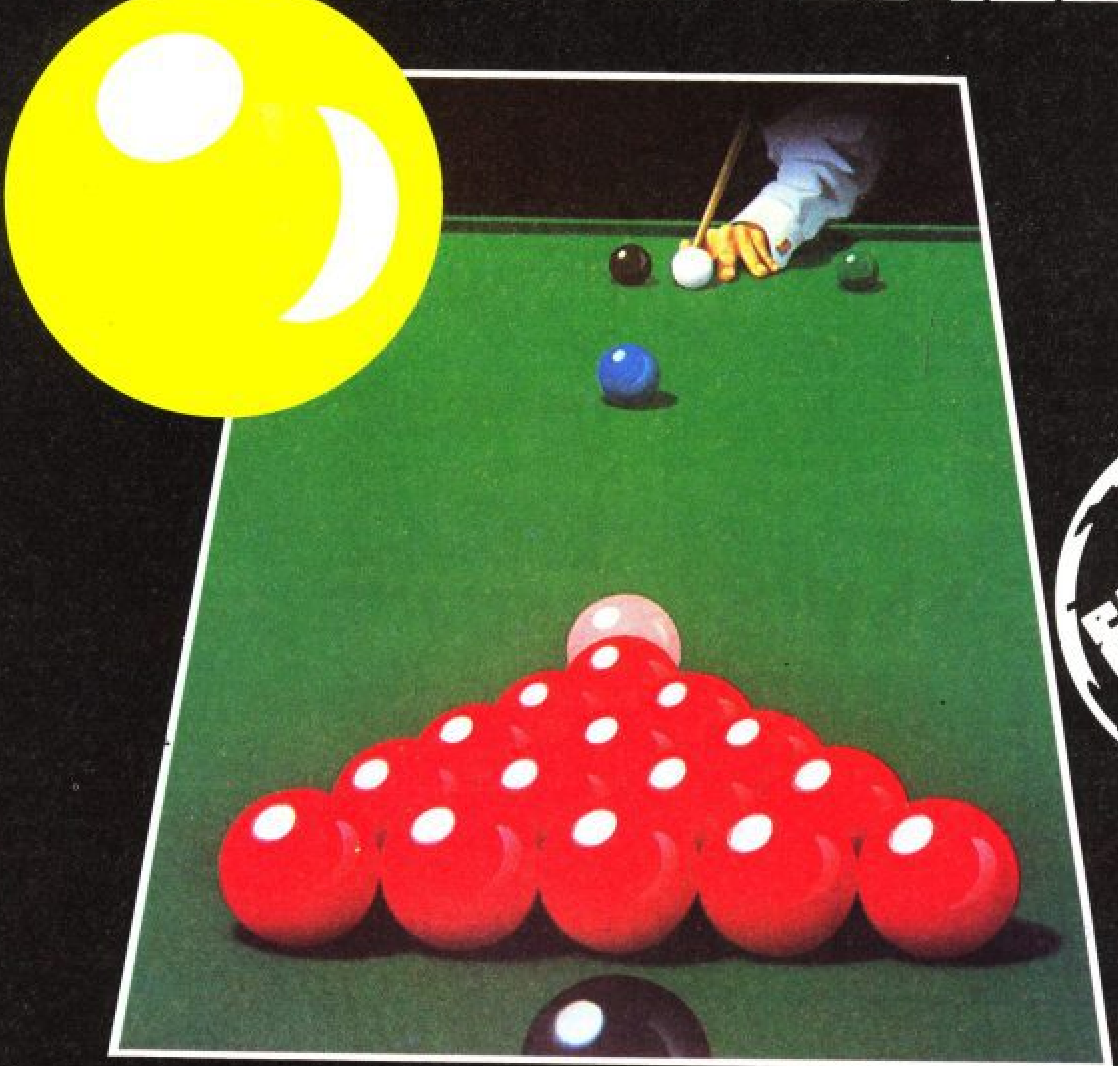





```
8060 PRINT ''"Type in Y for Yes
or N for No"
8070 INPUT "Type in Y or N ";a$
8080 IF a$="N" OR a$="n" THEN PR
INT '"Well we're not all brave!!
!": STOP
8090 IF a$="Y" OR a$="y" THEN PR
INT '"          GOOD LUCK!!": PAUSE
 100: CLS : LET x=7: LET y=7: GO
 TO 9360
8100 GO TO 8070
9000 REM SET UP ARRAY FOR NORTH
9010 DIM n(15,15)
9020 FOR f=1 TO 14
9030 FOR n=1 TO 15
9040 READ n(n,f)
9050 NEXT n
9060 NEXT f
9070 REM DATA FOR MAZE FACING
NORTH
9080 DATA 0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,
0,9,0,9,0,0,9,0,0,0,0,4,1,5,0,
0,1,1,1,1,1,1,1,1,5,0,1,0,1,0,
0,1,0,0,0,0,0,0,0,1,0,1,0,1,0,
0,2,1,0,4,1,7,1,1,1,7,1,7,1,0,
0,1,0,0,1,0,1,0,0,0,1,0,1,0,0,
0,1,0,0,2,1,6,1,5,0,2,1,6,1,0,
0,1,0,0,1,0,1,0,1,0,1,0,1,0,0,
0,1,5,0,1,1,1,1,1,0,1,1,1,5,0,
0,0,1,0,0,0,0,0,1,0,0,0,0,1,0,
0,4,1,0,4,1,1,1,6,1,1,5,0,1,0,
0,1,0,0,1,0,0,0,1,0,0,2,1,3,0,
0,1,5,0,1,1,1,1,1,1,1,1,0,1,0,
0,0,1,0,0,0,0,0,0,0,0,0,0,0,0
9090 REM SET UP ARRAY FOR SOUTH
9100 DIM s(15,15)
9110 FOR f=1 TO 14
9120 FOR n=1 TO 15
9130 READ s(n,f)
9140 NEXT n
9150 NEXT f
9160 REM DATA FOR MAZE FACING
SOUTH
9170 DATA 0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,
0,1,0,1,0,0,1,0,0,0,0,1,1,1,0,
0,3,1,7,1,1,7,1,1,1,0,1,0,1,0,
0,1,0,0,0,0,0,0,0,1,0,1,0,1,0,
0,3,1,0,1,1,1,1,1,7,1,7,1,2,0,
0,1,0,0,1,0,1,0,0,0,1,0,1,0,0,
0,1,0,0,3,1,6,1,1,0,3,1,6,1,0,
0,1,0,0,1,0,1,0,1,0,1,0,1,0,0,
0,5,1,0,5,1,7,1,2,0,5,1,7,1,0,
0,0,1,0,0,0,0,0,1,0,0,0,0,1,0,
0,1,4,0,1,1,1,1,6,1,1,1,0,1,0,
0,1,0,0,1,0,0,0,1,0,0,3,1,2,0,
0,5,1,0,5,1,1,1,7,1,1,4,0,9,0,
0,0,8,0,0,0,0,0,0,0,0,0,0,0,0
9180 REM SET UP ARRAY FOR EAST
9190 DIM e(15,15)
9200 FOR f=1 TO 14
9210 FOR n=1 TO 15
9220 READ e(n,f)
9230 NEXT n
9240 NEXT f
9250 REM DATA FOR MAZE FACING
EAST
9260 DATA 0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,
0,1,0,1,0,0,1,0,0,0,0,1,1,4,0,
0,1,1,3,1,1,3,1,1,4,0,1,0,1,0,
0,1,0,0,0,0,0,0,1,0,1,0,1,0,
0,1,9,0,1,1,2,1,1,3,2,3,1,5,0,
0,1,0,0,1,0,1,0,0,0,1,0,1,0,0,
0,1,0,0,1,1,6,1,4,0,1,1,6,9,0,
0,1,0,0,1,0,1,0,1,0,1,0,1,0,0,
0,1,4,0,1,1,3,1,7,0,1,1,3,4,0,
0,0,1,0,0,0,0,1,0,0,0,0,1,0,
0,1,5,0,1,1,1,1,6,1,1,4,0,1,0,
0,1,0,0,1,0,0,0,1,0,0,1,1,7,0,
0,1,4,0,1,1,1,1,3,1,1,5,0,1,0,
0,0,8,0,0,0,0,0,0,0,0,0,0,0,0
9270 REM SET UP ARRAY FOR WEST
9280 DIM w(15,15)
9290 FOR f=1 TO 14
9300 FOR n=1 TO 15
9310 READ w(n,f)
9320 NEXT n
9330 NEXT f
9340 REM DATA FOR MAZE FACING
WEST
9350 DATA 0,0,0,0,0,0,0,0,0,0,0,
0,0,0,0,
0,1,0,1,0,0,1,0,0,0,0,5,1,1,0,
0,7,1,2,1,1,2,1,1,1,0,1,0,1,0,
0,1,0,0,0,0,0,0,1,0,1,0,1,0,
0,7,1,0,5,1,3,1,1,2,3,2,3,1,0,
0,1,0,0,1,0,1,0,0,0,1,0,1,0,0,
0,1,0,0,7,1,6,1,1,0,7,1,6,1,0,
0,1,0,0,1,0,1,0,1,0,1,0,1,0,0,
0,4,1,0,4,1,2,1,1,0,4,1,2,1,0,
0,0,1,0,0,0,0,1,0,0,0,0,1,0,
0,5,1,0,5,1,1,1,6,1,1,1,0,1,0,
0,1,0,0,1,0,0,0,1,0,0,7,1,1,0,
0,4,1,0,4,1,1,1,2,1,1,1,0,1,0,
0,0,9,0,0,0,0,0,0,0,0,0,0,0,0
9360 LET d$="North"
9370 REM d$=Direction of man
9380 LET z=6: FLASH 0: CLS
9390 LET x=7: LET y=7: LET m=1
9400 LET t=0
9410 GO TO 1010
```



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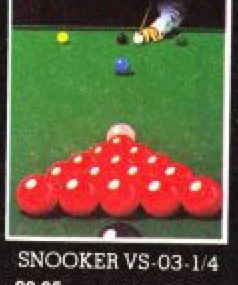
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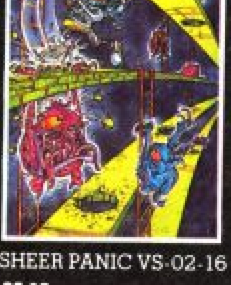
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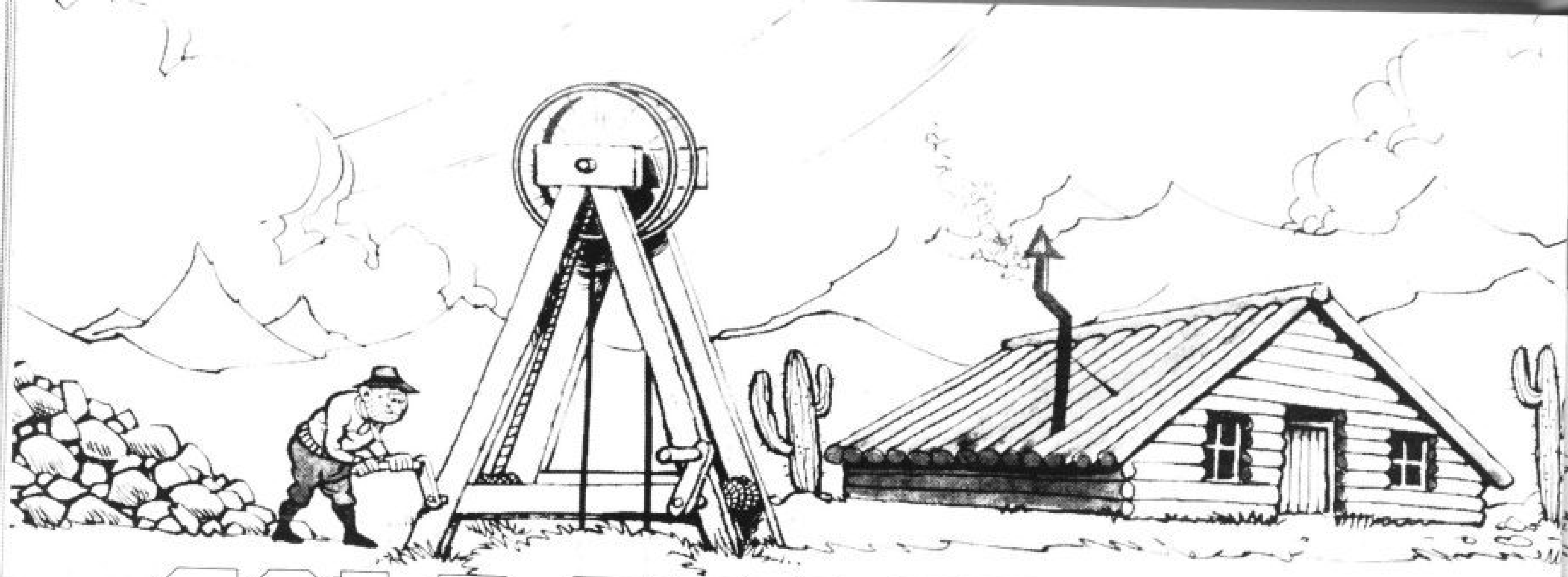


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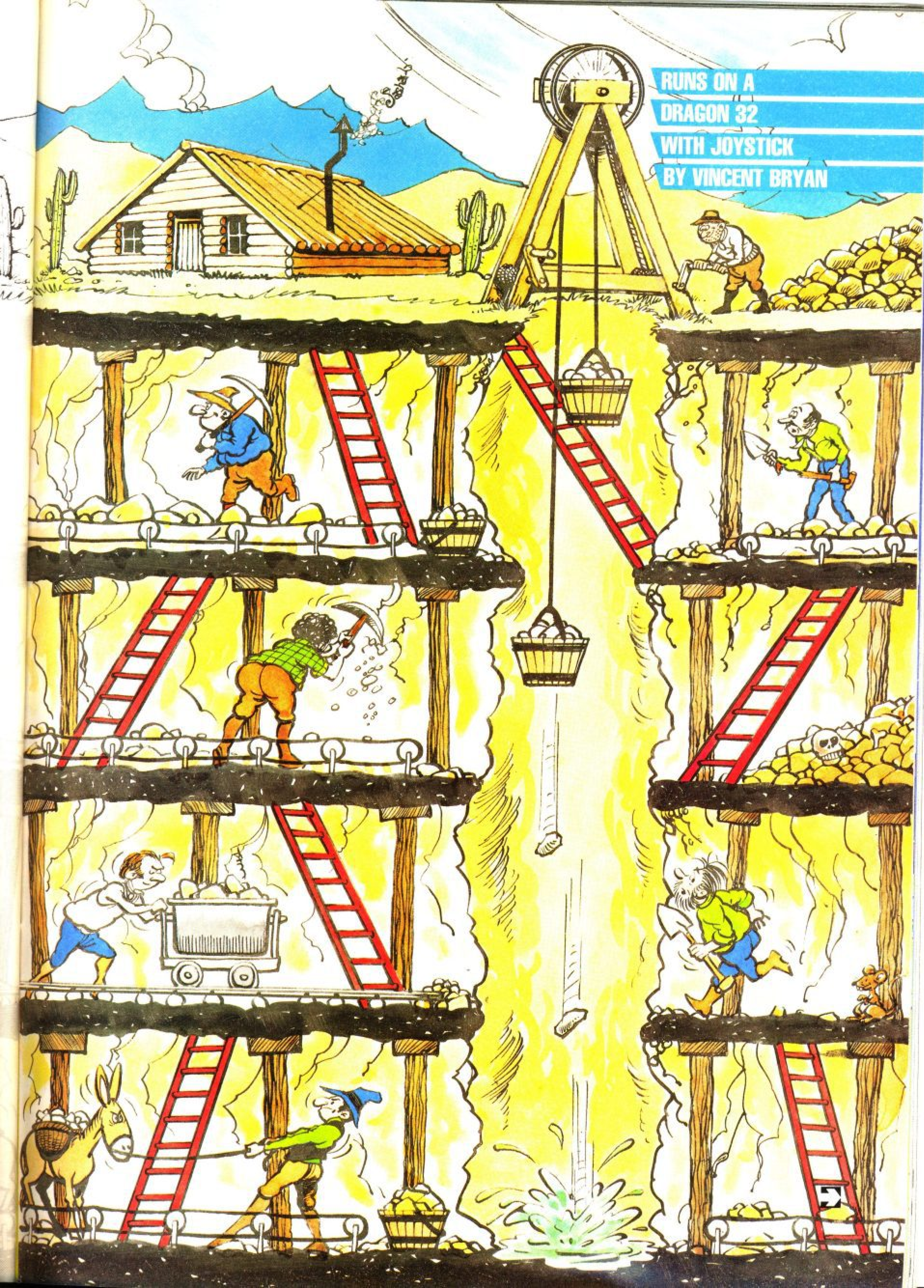
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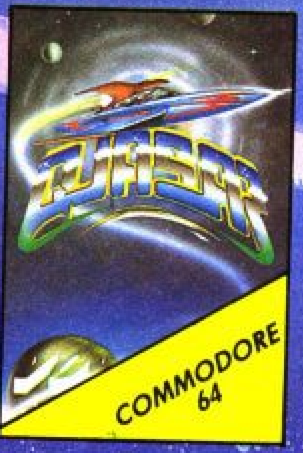
```
10 CLS
15 PRINT@5+160,"*G*O*L*D* *PROSPECTOR*"
16 PLAY"T5O2FFDGGSDFDGFDDDDFGDFGED":CLS
20 PRINT@8+160,"FAST OR SLOW?"
30 A$=INKEY$:IF A$=""THEN 30
40 PCLS
50 IF A$="S" THEN POKE&HFFD6,0 ELSE POKE&HFFD7,0
60 DRAW"BM195,48C3D5NF5G2D3C1BM195,50F2G2BM-0,-2H2C3BM50,20D5ND5G2F2BM+1,-5C1U4H
F3D1G2H2"
70 DRAW"C3BM150,50D2NG5F2D3C1BM150,55U3NG2R2C3BM50,100D5ND5R1F3G2BM-1,-5C1U4NG3D
1F2E2"
80 DIM B(0,23),C(0,23),D(0,23),E(0,23)
90 GET(186,48)-(205,58),B,G:GET(41,20)-(60,40),C,G
100 GET(140,50)-(159,60),D,G:GET(40,100)-(59,110),E,G
110 PCLS
120 G=97:H=217:I=160:W=15:L=230:M=148:B=0:VV=0
130 CLS:PRINT@7+32,"NOW GET THE GOLD!"
140 PLAY"T4O2AADFEGF"
150 DRAW"BM55,160C4D18R36U18C2L36D1C4D17BM59,175C3U6NR4U4R4D10BM71,173D2L4U10R4D
2BM74,175U10BM78,175U10R3F1D8G1L3"
160 DRAW"BM0,160C4R15D20R80U20R15D20R129U20R15D32L255U31BM112,160C3R125D1L125U1"
:PAINT(128,185),4,4
170 DRAW"BM110,128C4R145U32L18D20L111U20L15D32BM128,96C3R106D1L106D1R106":PAINT(
175,120),4,4
180 DRAW"BM95,64C4R145U32L15D20L115U20L25D10R10D22BM113,32C3R110D1L110U1":PAINT(
180,55),4,4
190 FOR A=32 TO 160 STEP 45
200 LINE(B,A)-(B+3,A+15),PSET,BF:NEXT
210 IF B=85 AND A>120 THEN 230
220 B=85:GOTO 190
230 B=95
240 FOR A=96 TO 160 STEP 10
250 COLOR 4:LINE(B,A)-(B+15,A+10),PSET,B:NEXT
260 B=240:FOR A=32 TO 102 STEP 10
270 IF A<>102 THEN 250
280 PMODE 3,1:SCREEN 1,0:COLOR 1,2
290 DRAW"BM25,170C1NR2NL2D3L5U7R5D2BM29,173U7R4D7L4BM36,173NR4U7BM41,173U7R2F1D5
G1L2"
300 A$=INKEY$:IF A$="" THEN 300
310 DD=DD+1
320 PMODE 4,1:SCREEN 1,0
330 PLAY"T3O2DP50DP50FP50FP50EDECP100CEDP100O1ABO2DC"
```

Illustration: Terry Rogers

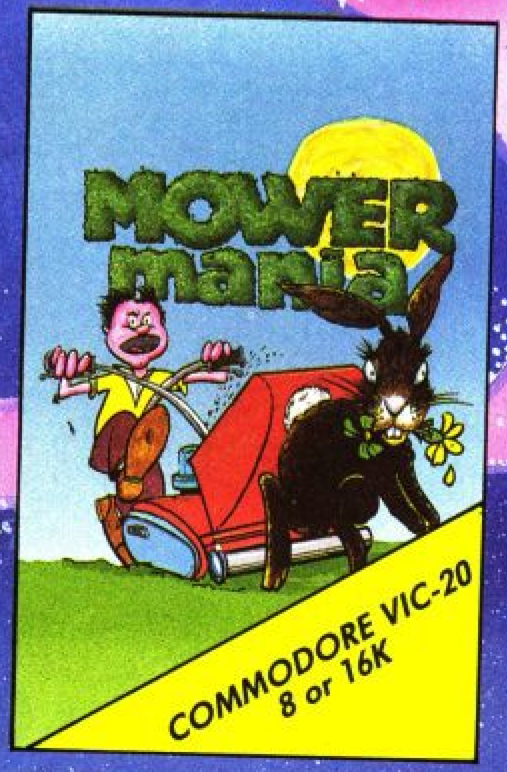
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DRAGON 32
WITH JOYSTICK
BY VINCENT BRYAN

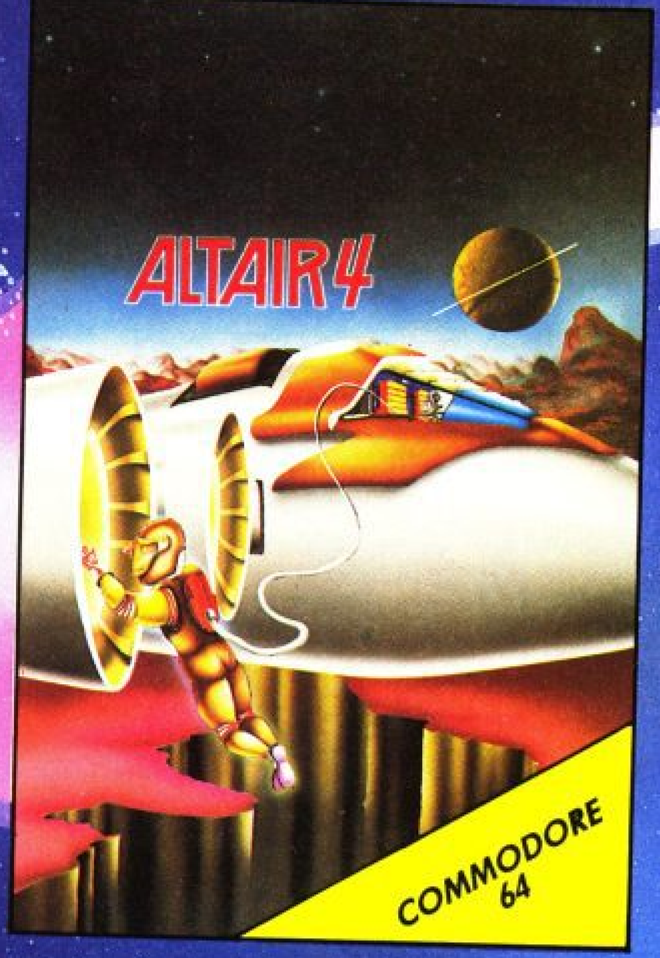


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```
340 PMODE 3,1:SCREEN 1,0:COLOR 1,2
350 FOR F=G TO H STEP 15
360 IF L=114 AND M>140 THEN GOSUB 390:M=148:L=102:P=0:GOTO 590
370 IF L=218 AND M<86 THEN GOSUB 390:M=84:L=247:P=0:GOTO 590
380 IF L<85 THEN 700 ELSE 400
390 COLOR 2:LINE(L,M)-(L+19,M+10),PSET,BF:RETURN
400 COLOR 2:LINE(F,I)-(F+W,I+2),PSET,BF
410 J=JOYSTK(0):K=JOYSTK(1)
420 IF L>230 AND J>40 THEN 530
430 IF J<20 THEN L=L-4 ELSE IF J>40 THEN L=L+4:GOTO 470
440 N=N+1:IF N=2 THEN 460
450 PUT(L,M)-(L+19,M+10),B,PSET:GOTO 500
460 N=0:PUT(L,M)-(L+19,M+10),C,PSET:GOTO 500
470 N=N+1:IF N=2 THEN 490
480 PUT(L,M)-(L+19,M+10),D,PSET:GOTO 500
490 N=0:PUT(L,M)-(L+19,M+10),E,PSET
500 PLAY"T25501A"
510 IF P=1 THEN 530
520 IF PPOINT(L+8,M+13)=2 THEN 940
530 COLOR 3:LINE(F,I)-(F+W,I+2),PSET,BF
540 IF F+3>H THEN F=G
550 IF P=1 THEN 580
560 O=PEEK(65280):IF O=126 OR O=254 THEN 570 ELSE NEXT
570 P=1:GOSUB 390:M=M-4:NEXT
580 P=0:GOSUB 390:M=M+4:NEXT
590 M=M+10
600 DRAW"C4BM"+STR$(L-7)+","+STR$(M-2)+"R15D10ND3L15U10":M=M-10
610 IF M=88 THEN H=217:I=96:M=83:G=112:W=10:CC=CC+100:GOTO 350
620 IF M=24 THEN G=97:M=20:L=220:H=202:I=32:W=20:CC=CC+100:GOTO 350
630 V=V+1:IF V=2 THEN 650
640 DRAW"C4BM"+STR$(L)+","+STR$(M)+"D2C1ND4L2U4D4R4D2BM-3,+2C4L1D2U2R3D5":GOTO 6
60
650 V=0:DRAW"BM"+STR$(L)+","+STR$(M)+"C4D2C1ND4R2U4D4L4D2BM+3,+2C4R1D2U2L3D5"
660 PLAY"T255O2A"
670 FOR DD=0 TO 500:NEXT
680 COLOR 2:LINE(L-3,M-2)-(L+8,M+11),PSET,BF
690 GOTO 600
700 IF M<>20 THEN GOSUB 390:GOTO 960 ELSE A=39:B=2:CC=CC+100
710 FOR F=5 TO 86 STEP 13.5
720 IF F=86 THEN F=5
730 COLOR 3:LINE(F,A)-(F+10,A+2),PSET,BF
740 PLAY"T255AGA"
750 IF V>0 THEN 780
760 O=PEEK(65280):IF O=126 OR O=254 THEN 770 ELSE 820
770 GOSUB 390:L=L-20
780 V=V+1:GOSUB 390
790 M=M+4:PUT(L,M)-(L+19,M+10),B,PSET
800 IF V=B AND PPOINT(L+10,M+12)<>3 THEN 850
810 IF V=B AND PPOINT(L+10,M+12)=3 THEN CC=CC+50:GOTO 830
820 COLOR 2:LINE(F,A)-(F+10,A+2),PSET,BF:NEXT
830 IF M>108 THEN FOR A=0 TO 1000:NEXT:K=0:GOTO 860
840 PLAY"T25501A":V=0:B=11:A=A+44:GOTO 710
850 IF L=64 THEN K=0 ELSE IF L=44 THEN K=1 ELSE IF L<40 THEN K=4
860 COLOR 2:LINE(L,M)-(L+19,M+10),PSET,BF
870 L=L+K:M=M+4:PUT(L,M)-(L+19,M+10),B,PSET
880 IF M>150 AND L<30 THEN 990
890 IF M>150 THEN 900 ELSE 860
900 GOSUB 390
910 CIRCLE(80,140),3,1:PLAY"T25503A":CIRCLE(80,140),3,2
920 CIRCLE(70,150),4,1:PLAY"T25503G":CIRCLE(70,150),4,2
930 SOUND 255,20:GOTO 960
940 GOSUB 390
950 COLOR 3:LINE(112,160)-(244,162),PSET,BF
960 VB=VB+1:IF VB=5 THEN CLS0:PRINT@7+32,"YOUR SCORE IS";CC;:FOR A=0 TO 2000:NEX
T:RUN
970 L=230:M=148:I=160:W=15:V=0
980 GOTO 320
990 A=127:B=95
1000 LINE(A,B)-(256-A,192-B),PSET,B
1010 IF A=1 THEN 1050
1020 A=A-1:B=B-.75
1030 VV=VV+1.2:SOUND VV,1
1040 GOTO 1000
1050 PLAY"T1001L4FFFGEDFFFDDEAACCBBDFEGDFEBBBBDFDFD"
1060 CLS1:PRINT@1+96,"DO YOU THINK YOU DO IT AGAIN?"
1070 FOR ZZ=1 TO 2000:NEXT
1080 V=0:PCLS:GOTO 120
```

Variables
L+M = Man's position
CC = Score
F+ I = Position of holes
VB = Number of lives
W = Length of holes
F + A = Position of platforms
J = Right joystick's position

Light on the HORIZON

Laser-disc games are revolutionising the arcade scene with a stunning combination of cartoon-style animation and computer graphics. And soon the laser disc could be doing the same for computer games! We asked video expert Andrew Earle to take a look at the shape of games to come — and the future looks very exciting!

One of the most exciting events since the introduction of the home computer will be the arrival of laser disc video systems which you can plug into your micro.

You'll be able to play games with graphics you've imagined only in your wildest dreams. But before you rush out to buy a laser disc player, read on and take note.

I saw my first demonstration of a video disc player eight years ago — and was shown a disc made from a material similar to cellophane and as thin as paper.

It was pointed out that people would be able to type on these discs, stick stamps on them and mail them through the post and they would still play when they came through the letterbox! You could simply wash off the ink and stamp and stick them on your disc player! A great idea — but it doesn't exist in a viable form today.

What does exist is the rigid disc — the type you'll see in most video stores and which are used in the arcade laser games. The picture quality on these discs is amazing and finding your favourite bit of film is easy as the picture remains perfectly stable on the screen, even when you are searching at extremely high speeds.

But eight years ago it seemed that no company wanted to sell laser machines for industrial purposes and the domestic consumer wasn't — and still isn't — interested in buying a player for the home as you cannot record on a laser-disc.

All that could change thanks to a development which enables you to connect a special laser player to a micro and to some form of viewdata system — such as the Prestel service from British Telecom.

This month Philips are launching a complete system which can include a special laser disc unit, microprocessor, teletext generator and encoder and touch sensitive TV screens, so you don't even need keyboards or joysticks. IBM have taken this and coupled it with their new IBM personal computer with special applications for industrial use.

But what difference will all this make to the average computer games player? Well, at the moment not a great deal — but the future beckons! Right now a complete system would probably set you back about £2,500 — far out of the reach of most home computer games players. And at the moment there is hardly any software to support such a unit.

But these systems will find their way into the arcades which will have obvious benefits for the games player — and the arcade owner. From the gamer's point of view, you are now able to play games that use 'real' picture information recorded on conventional film and video cameras and not computer generated graphics. *Dragon's Lair,* perhaps the most well known of the new laser arcade games, uses conventional animation techniques to provide full cartoon animation with real sound effects and voices.

The principle behind *Dragon's Lair* is really quite simple. There is a complete animation sequence which will play through unhindered, provided the player makes the correct choices using the machine's controls at appropriate intervals as the story of Dirk the Daring unfolds.

If the player makes a wrong choice — or one that the machine's memory has been told is wrong — an alternative piece of animation is shown depicting the instant demise of our hero Dirk in true Tom and Jerry fashion!

Although the player thinks he is controlling Dirk's destiny, in reality all he is really trying to do is guess the secret combination that will keep the animation running.

Other laser games use film footage of a landscape and superimpose computer-generated graphics of missiles or enemy spacecraft — as in Astron Belt and Interstellar — and a fairly simple game becomes visually very exciting.

Home computer games players will get the laser treatment once viewdata links are established and in full use.

Already systems like Micronet provide subscribers, who have Prestel and appropriate computer hardware, with the ability to download programs over a telephone line.

For laser disc systems, supporting computer software can be available from three sources. Firstly, a program could be encoded onto the beginning of the laser disc and loaded automatically into the computer when the disc is in the player. Secondly, the computer software could be supplied in conventional form — like floppy discs, cassettes and cartridges. Thirdly, the software could be called down from Prestel.

A system which gets its software from Prestel has other advantages too. The games could be altered slightly every day — so just when you think you've beaten a game, you'll discover the next day that new challenges have been added! This could extend the active life of games and prove invaluable in interactive Adventures.

This would also be highly attractive to arcade owners who can only afford to get hold of exciting games if the cus-

tomer keeps putting the money in. Nothing worries an arcade owner more than watching players monopolise a machine for a whole evening on just 20p to prove to their friends that they can reach six-digit scores!

Another advantage stemming from the Prestel-style systems is that daily average scores could be collated via the telephone lines, so the programmer or software company could see just how much they need to adjust the program to ensure that the games player finds it continually challenging — and the programmer doesn't lose money!

There are two additional twists in the laser disc tale that make the future even more exciting. The first is that Sony have succeeded in developing a laser system that can record as well as play back. At £20,000 it's probably slightly out of your price range at present and it won't be appearing in arcades for a while yet. But give it time. All things electronic get simpler and cheaper.

The second twist is the development of cable TV. With this it would be possible to record the visual part of your game overnight from your cable service and then load the computer software from Prestel. The following morning you'll wake up to a brand new video game with the most unbelievable graphics.

Because the system is amazingly interactive, we can imagine a version of *C&VG*'s Seventh Empire available on Prestel and cable where you could see Kenneth Kendall giving an up-to-date news report on the current state of the Empire day by day — and you'd be playing 1,000s of other gamers.

The laser disc has already revolutionised the arcade game — where computer graphics are rapidly becoming a thing of the past — despite the considerable cost of the new laser machines. And ColecoVision, the home video games people, have announced a deal with the company who brought out one of the first laser arcade games — *Dragon's Lair*. Coleco are apparently working on a laser disc attachment for their video game system — and *Dragon's Lair* will be the first game on it.

Laser disc software manufacturers are already considering selling discs for home use, so you could get arcade style games to run on your specially adapted computer — or home video centre!

The video disc player is a complex bit of machinery. It incorporates precision optics, a microprocessor system and laser technology to read information from the disc as it spins at 1,800 revolutions per minute.

The disc itself is plastic coated metallized material and, like an audio disc, is encoded with information in the form of a series of bumps and pits within a spiral track. Each image you see on the screen requires one complete revolution of the disc as it passes beneath the laser beam which reads the disc. Each side of one of these discs can store up to 54,000 individual pictures on the tracks.

Discs used in arcade machines are one-sided — unlike discs for domestic players — and have an aluminium backing plate to prevent warping. The actual laser in the machines is a helium-neon design and produces a narrow beam of red light which reads the disc and — after passing through a complex optical process — is converted into electrical signals which are then processed by electrical circuits in the machine.

Rumours abound about the new laser games about to hit the arcades — a science fiction special effects company in the States are apparently working on a special 3D process for forthcoming discs.

Victor Penman, the man who watched over the creation of *Dragon's Lair* reckons that the next generation of games will involve other senses — enhanced by the laser animations. So maybe in a couple of years you'll be able to smell those evil aliens coming at you across the stars and feel the icy grip of their tentacles!

Maybe programmers will have to learn to use film cameras or become animation experts instead of simply brushing up on their computer language!

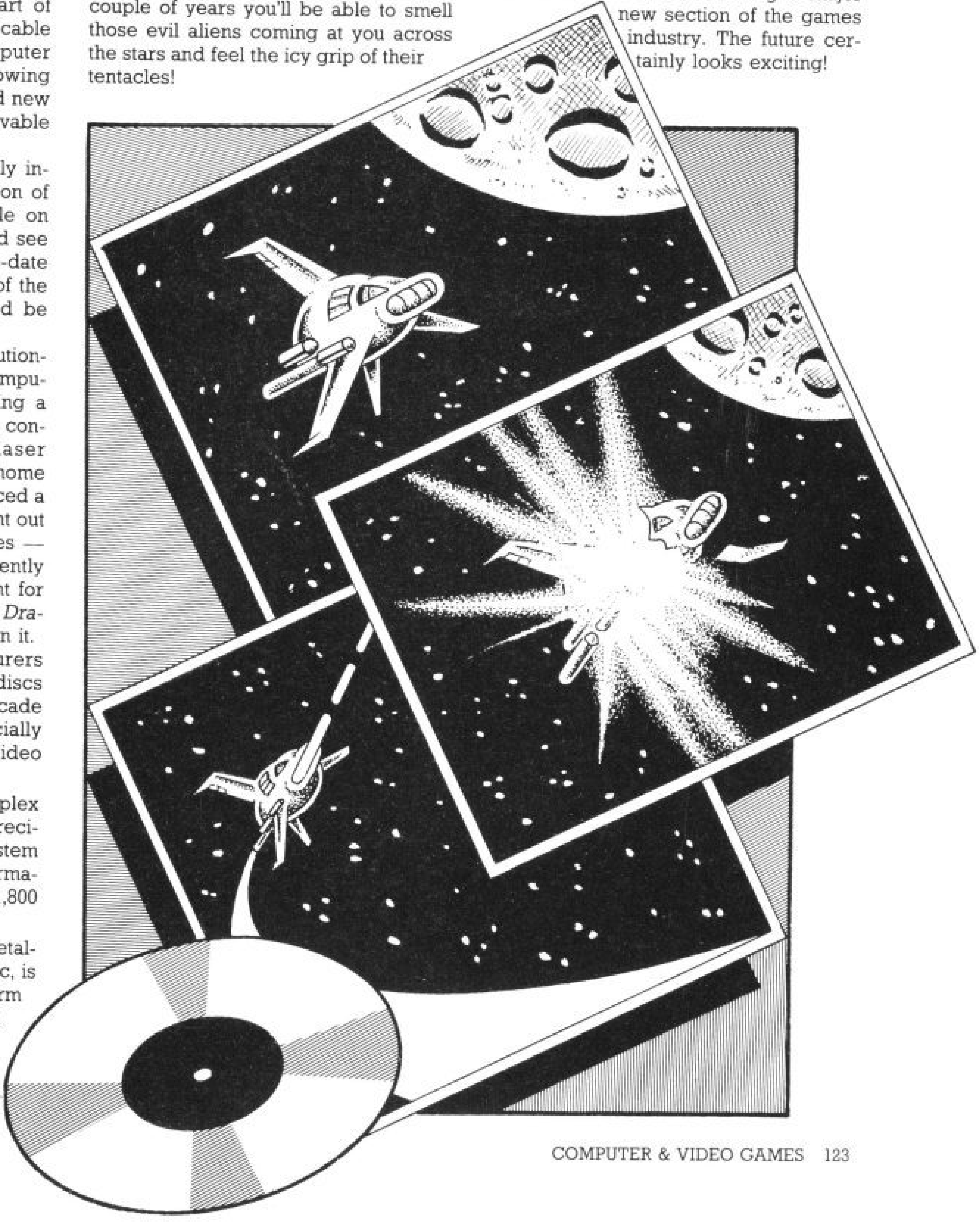
The laser disc will open up whole new possibilities for those of you who enjoy playing interactive games — *Dungeons and Dragons* with amazing 3D animated monsters and weird landscapes; Adventure games with real life locations filmed on disc. The possibilities seem endless.

It seems that simple computer-generated graphics could soon be a thing of the past.

Multi-screen games with incredible graphics and the facility for several players to take part at once are glimmering on the games horizon — not just in the arcades either!

Believe us, the laser disc is going to revolutionise games playing at home and in the arcade in the months to come.

Dragon's Lair is just the beginning of what looks like becoming a major new section of the games industry. The future certainly looks exciting!



```
10 DATA17,248,207,33,82,208,1,4,0,237,176,33,122,208,17,82,208,1,12,0,197,1
11 DATA4,0,237,176,1,36,0,35,19,11,120,177,32,249,193,176,78,177,32,234,33
13 DATA248,207,17,226,209,1,4,0,237,176,201
14 REM ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑
15 REM M/C FOR ADDRESS 50000+
16 REM
17 DATA17,248,207,33,88,208,1,4,0,237,176,33,128,208,17,88,208,1,12,0,197,1
18 DATA4,0,237,176,1,36,0,35,19,11,120,177,32,249,193,11,120,177,32,234
19 DATA33,248,207,17,232,209,1,4,0,237,176,201
21 REM ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑ ↑
22 REM M/C FOR ADDRESS 51000+
23 REM
24 DATA17,248,207,33,94,208,1,4,0,237,176,33,134,208,17,94,208,1,12,0,197,1
25 DATA4,0,237,176,1,36,0,35,19,11,120,177,32,249,193,11,120,177,32,234
26 DATA33,248,207,17,238,209,1,4,0,237,,176,201
27 REM
28 FORA=50000TO50053:READB:POKEA,B:NEXTA
29 FORA=51000TO51053:READB:POKEA,B:NEXTA
30 FORA=52000TO52053:READB:POKEA,B:NEXTA
31 LIMIT49999
32 REM DATA FOR REELS
33 DATA####,$$$$,%%%%,****,££££,♠♠♠♠,♥♥♥♥,♦♦♦♦,♣♣♣♣,●●●●,OOOO
```

All your hopes are riding on your last ten pence. Your mouth is dry as you pull the lever, praying that Lady Luck will smile on the spinning wheels and give you the break you've been looking for all day. The reels click into position — oh no, you've lost again! Better luck next time.

C&VG **have come up with a slightly cheaper solution for fruit machine addicts whose pockets have become permanently empty.**

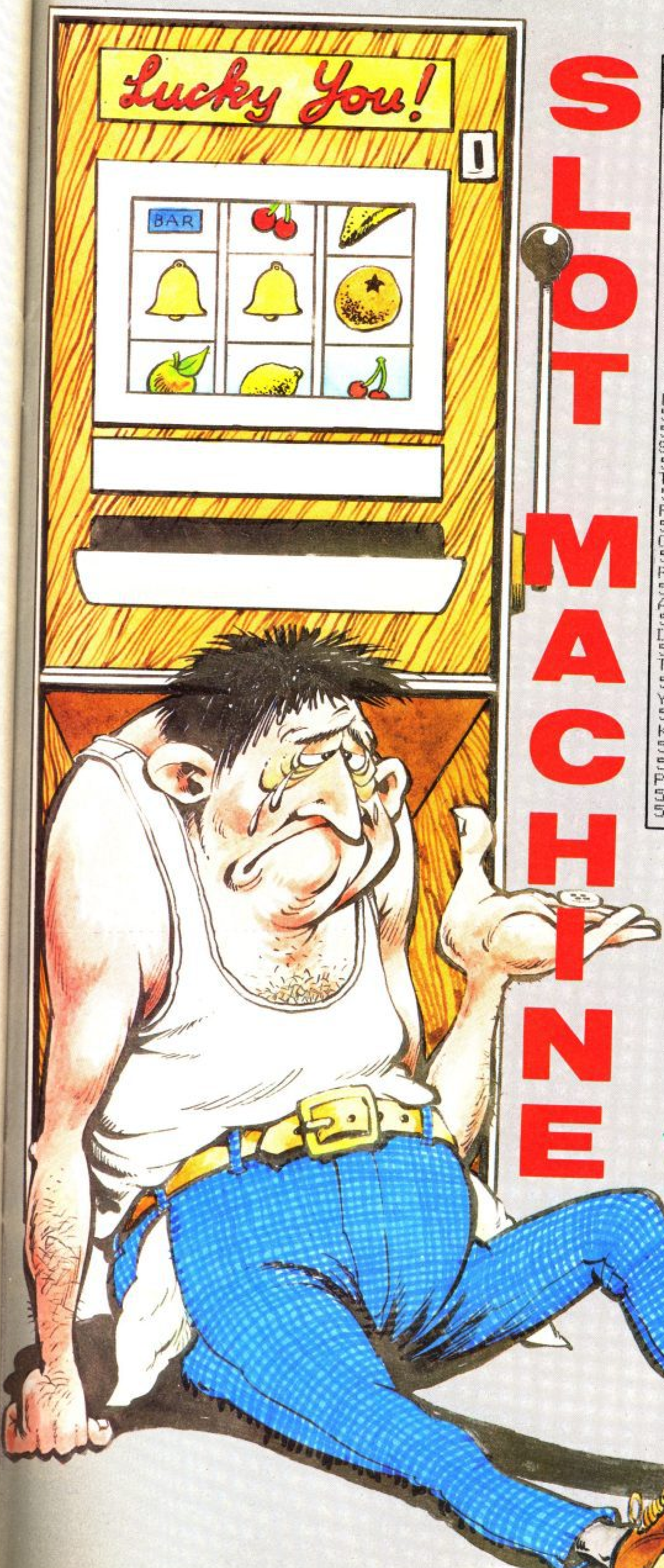
Slot machine is a game that simulates the arcade gambling machines and is such an accurate copy that it will relieve even the most hardened fruit machine addict of his craving to fill the metal monsters with money. No more feverish searches for 10ps!

Program Notes
Lines 32-48 display the reels on screen
Lines 80-270 main program segment
Lines 500-800 win routine
Lines 1000-1050 nudge routine
Lines 2000-2740 hold routine
Lines 5000- instructions

Variables
SC = Score (in pence)
F,G,H = Hold
A = General input number
A$ = General input (Get A$)
A$() = Reel characters in order
B$() = Reel characters randomised
X,Y,Z = Peek number of winning position
V= Number of nudges.

Illustration: Terry Rogers.

```
34 REM
35 REM STRING ( A$(11) ) TO HOLD DATA
36 DIMA$(10):FORA=0TO10:READA$(A):NEXTA
37 REM RANDOM POSITIONING OF REELS
38 PRINT"◘":FORC=0TO2
39 DIMB$(10)
40 FORA=0TO10:B$(A)=A$(A):NEXTA
41 FORA=1TO20:X=INT(11*RND(1))
42 Y=INT(11*RND(1)):IFY=XTHEN42
43 B$=B$(X)
44 B$(X)=B$(Y):B$(Y)=B$:NEXTA
45 FORA=0TO10:POKE4466,A+2
46 PRINTTAB(2+C*6);B$(A)
47 NEXTA,C
48 POKE4466,8:PRINT"→→▦▦▦▦→→▦▦▦▦→→▦▦▦▦←←←←WIN LINE"
49 REM MAIN ROUTINE
50 POKE4466,18:PRINT"DO YOU WANT INSTRUCTIONS?(Y/N)"
60 GETA$:IFA$="Y"THEN5000
70 IFA$=""THEN60
75 PRINT"◘   1     2     3"
80 POKE4466,18:PRINTSPC(40)
100 USR(50000):USR(51000):USR(52000)
110 GETA$:IFA$=""THEN100
120 USR(51000):USR(52000)
130 GETA$:IFA$=""THEN120
140 USR(52000)
150 GETA$:IFA$=""THEN140
160 IFRND(1)>.8THEN1000
170 X=PEEK(53248+8*40+3)
180 Y=PEEK(53248+8*40+9)
190 Z=PEEK(53248+8*40+15)
200 IF(X=100)*(X=Y)*(Y=Z)THEN500
210 IF(X=Y)*(Y=Z)THEN600
220 IF(X=Y)THEN700
230 SC=SC-2
240 POKE4466,18:PRINT"YOU LOSE 2P"
250 POKE4466,20:PRINT"CASH LEFT=";SC;"    "
254 F=0:G=0:H=0
255 IFRND(1)>.7THEN2000
260 POKE4466,22:PRINT"TYPE ANY KEY TO RE-SPIN"
270 GETA$:IFA$=""THEN270
280 POKE4466,22:PRINTSPC(40):GOTO80
500 POKE4466,18:PRINT"JACKPOT £1"
510 SC=SC+100:GOTO250
600 POKE4466,18:PRINT"YOU WIN 25P"
610 SC=SC+25:GOTO250
700 POKE4466,18:PRINT"YOU WIN 10P"
710 SC=SC+10:GOTO250
1000 V=INT(4*RND(1)+1)
1010 POKE4466,18:PRINT"NUDGE";V
1020 GETA:IF(A<1)+(A>4)THEN1020
1025 IFA=4THEN170
1030 V=V-1:USR(49000+A*1000)
1040 IFV=0THEN170
1050 GOTO1010
2000 POKE4466,16:PRINT"▦▦HOLD▦▦HOLD▦▦HOLD"
2010 GETA:IF(A<1)+(A>4)THEN2010
2020 IFA=4THEN2065
2030 IFA=1THENF=1:POKE4466,16:PRINT"▦▦▦E"
2040 IFA=2THENG=1:POKE4466,16:PRINT"▦▦▦▦▦▦▦▦▦E"
2050 IFA=3THENH=1:POKE4466,16:PRINT"▦▦▦▦▦▦▦▦▦▦▦▦▦▦▦E"
2060 GOTO2010
2065 POKE4466,16:PRINTSPC(40)
2066 POKE4466,22:PRINTSPC(40)
2067 POKE4466,18:PRINTSPC(40)
2070 IF(F=0)*(G=0)*(H=0)THEN100
2080 IF(F=1)*(G=0)*(H=0)THEN120
2090 IF(F=1)*(G=1)*(H=0)THEN140
2100 IF(F=1)*(G=1)*(H=1)THEN160
```

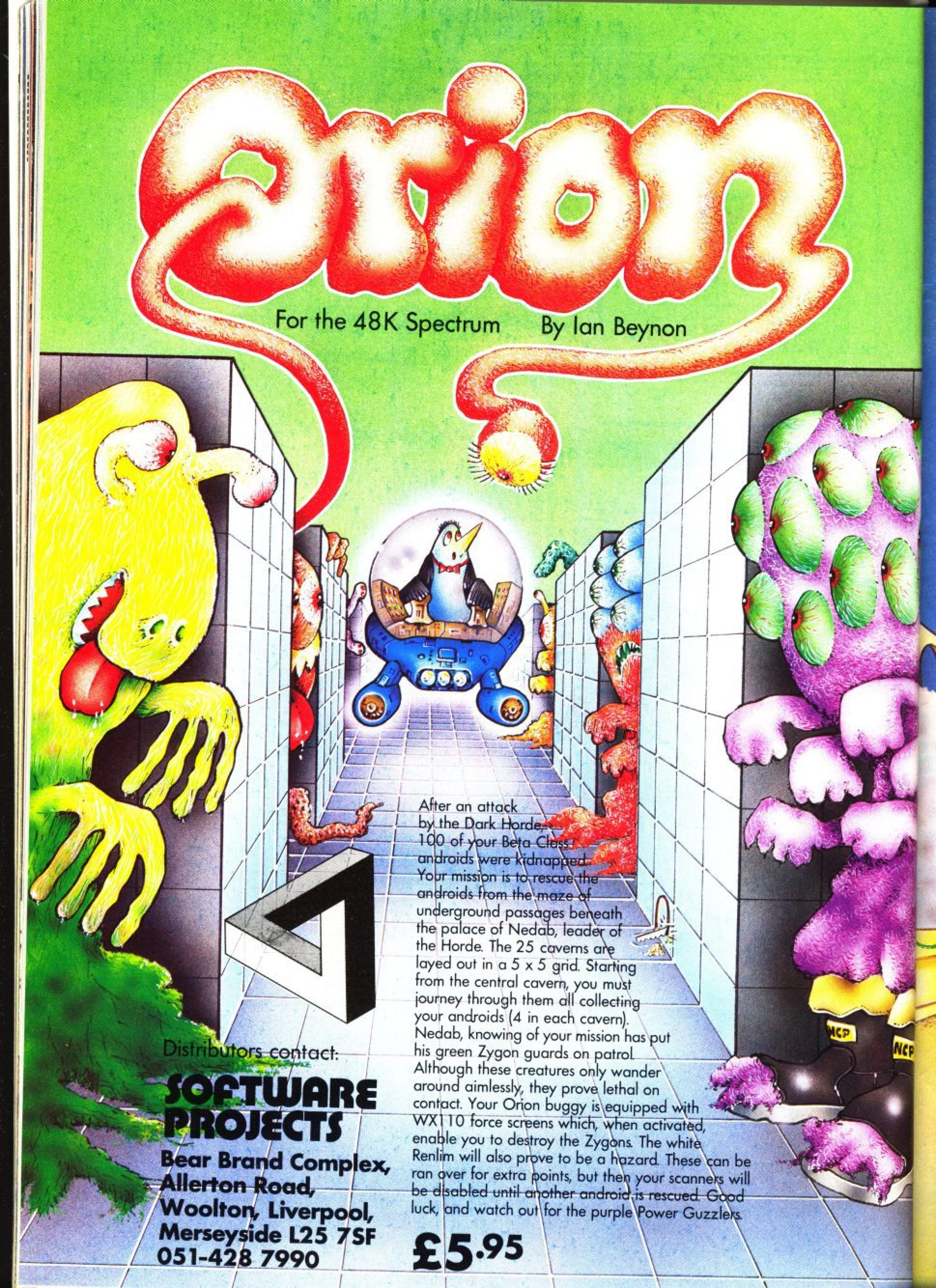


SLOT MACHINE

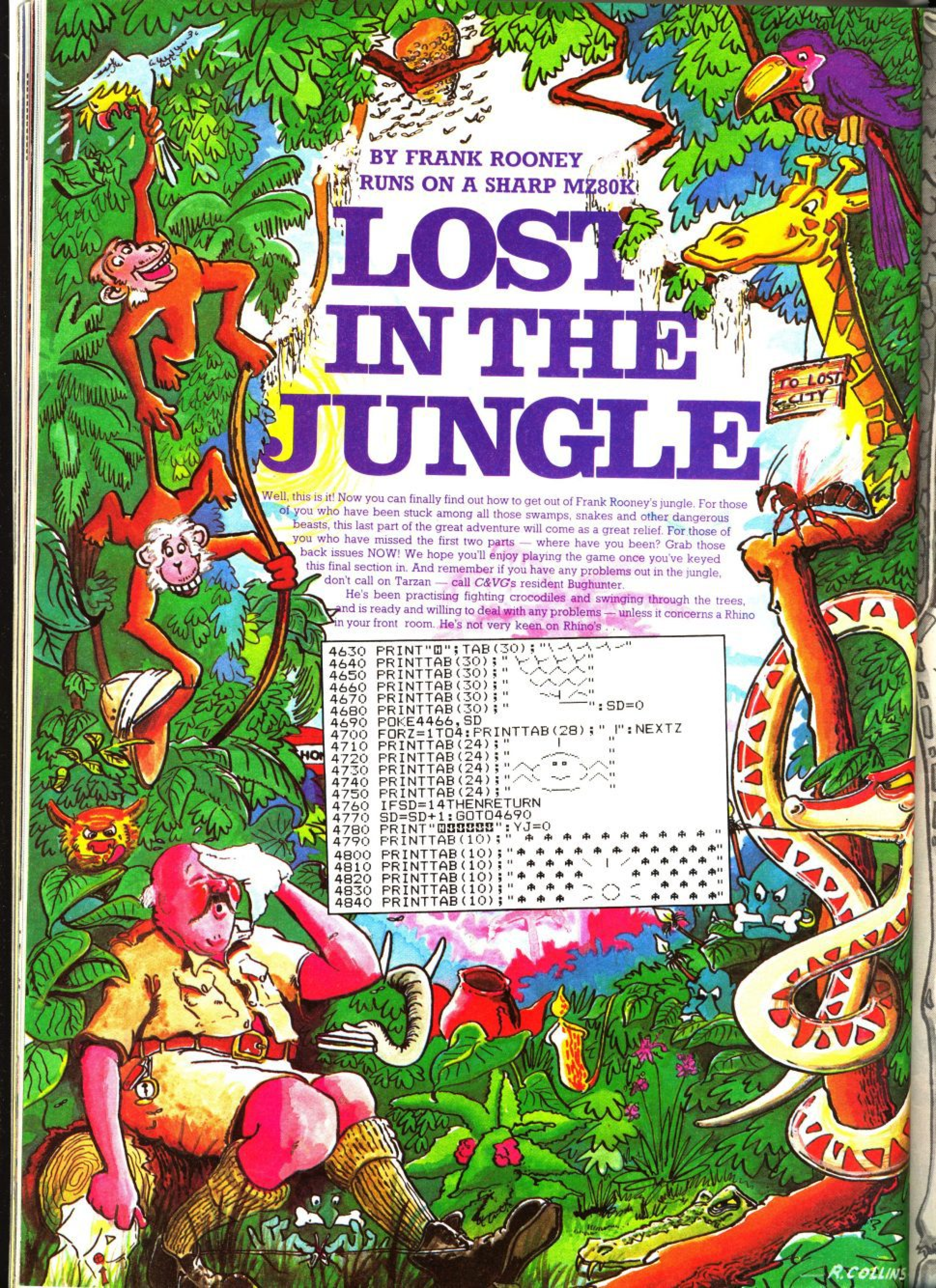
```
2110 IF(F=0)*(G=1)*(H=1)THEN2500
2120 IF(F=0)*(G=1)*(H=0)THEN2700
2130 IF(F=0)*(G=0)*(H=1)THEN2600
2140 IF(F=1)*(G=0)*(H=1)THEN2800
2500 USR(50000)
2510 GETA$:IFA$=""THEN2500
2520 GOTO160
2600 USR(50000):USR(51000)
2610 GETA$:IFA$=""THEN2600
2620 USR(51000)
2630 GETA$:IFA$=""THEN2620
2640 GOTO160
2700 USR(50000):USR(52000)
2710 GETA$:IFA$=""THEN2700
2720 USR(52000)
2730 GETA$:IFA$=""THEN2720
2740 GOTO160
2800 USR(51000)
2810 GETA$:IFA$=""THEN2800
2820 GOTO160
5000 PRINT"■INSTRUCTIONS":
PRINT"____________"
5010 PRINT"■EACH REEL WILL SPIN."
5020 PRINT"■YOU TYPE ANY KEY TO
STOP REEL 1"
5030 PRINT"■THEN REEL 2 AND
THEN 3"
5040 PRINT"■IF NUDGE APPEARS
FOLLOWED BY A NUMBER"
5050 PRINT"■THEN TYPE 1 OR 2
OR 3 (REEL 1..) TO"
5060 PRINT"■NUDGE THAT
REEL UPWARDS"
5065 PRINT"■TYPE 4 TO END
ALL NUDGING"
5070 PRINT"■WHEN THIS HAS BEEN
DONE THE NUMBER AFTER"
5080 PRINT"NUDGE WILL DECREASE
TOWARDS 0"
5090 PRINT"■WHEN IT REACHES 0
YOUR NUDGES ARE OVER"
5100 PRINT"■TYPE ANY
KEY TO CONTINUE"
5110 GETA$:IFA$=""THEN5110
5120 PRINT"■SCORING":
PRINT"_______"
5130 PRINT"■$$$$ $$$$ $$$$ =£1"
5140 PRINT"■THREE IN A ROW=25P"
```

```
5150 PRINT"■TWO THE SAME"
5160 PRINT"SAME SAME ????=10P"
5161 PRINT"■■TO HOLD A REEL
TYPE IT'S NUMBER"
5162 PRINT"■AND WHEN YOU
HAVE 'HELD' ALL YOU WANT"
5163 PRINT"■TYPE 4"
5170 PRINT"■■■■TYPE ANY KEY TO
START"
5180 GETA$:IFA$=""THEN5180
5190 GOTO37
```

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Well, this is it! Now you can finally find out how to get out of Frank Rooney's jungle. For those of you who have been stuck among all those swamps, snakes and other dangerous beasts, this last part of the great adventure will come as a great relief. For those of you who have missed the first two parts — where have you been? Grab those back issues NOW! We hope you'll enjoy playing the game once you've keyed this final section in. And remember if you have any problems out in the jungle, don't call on Tarzan — call *C&VG*'s resident Bughunter.

He's been practising fighting crocodiles and swinging through the trees, and is ready and willing to deal with any problems — unless it concerns a Rhino in your front room. He's not very keen on Rhino's . . .

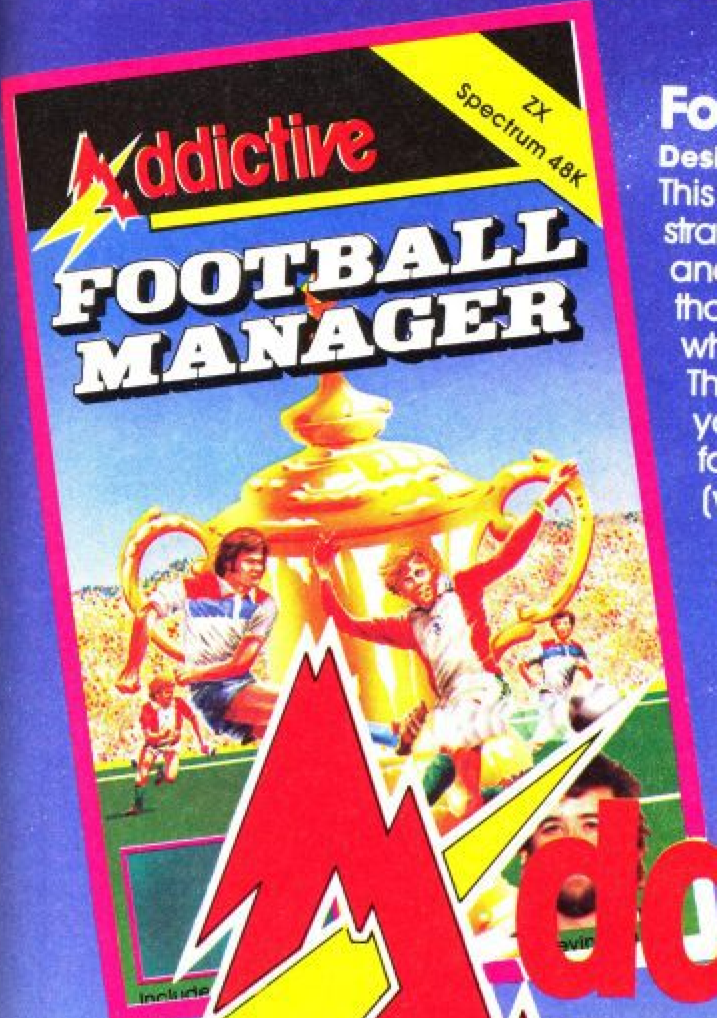
```
4630 PRINT"▣";TAB(30);"\-<-<-<-"
4640 PRINTTAB(30);" ⅄⅄⅄⅄"
4650 PRINTTAB(30);"   \/\/\/\/"
4660 PRINTTAB(30);"     \/\/\/"
4670 PRINTTAB(30);"      -<|/-"
4680 PRINTTAB(30);"        ____":SD=0
4690 POKE4466,SD
4700 FORZ=1TO4:PRINTTAB(28);" |":NEXTZ
4710 PRINTTAB(24);"      |     "
4720 PRINTTAB(24);"    .---.   "
4730 PRINTTAB(24);"/\/  ▪▪  \/\"
4740 PRINTTAB(24);"/\   --   /\"
4750 PRINTTAB(24);"    `---'   "
4760 IFSD=14THENRETURN
4770 SD=SD+1:GOTO4690
4780 PRINT"▣▣▣▣▣▣▣":YJ=0
4790 PRINTTAB(10);" ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ "
4800 PRINTTAB(10);"♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣"
4810 PRINTTAB(10);" ♣ ♣ ♣ \ | / ♣ ♣ ♣ ♣ "
4820 PRINTTAB(10);"♣ ♣ ♣ ♣       ♣ ♣ ♣ ♣ ♣"
4830 PRINTTAB(10);" ♣ ♣ ♣ - O - ♣ ♣ ♣ "
4840 PRINTTAB(10);"♣ ♣ ♣  - ' -  ♣ ♣ ♣ ♣"
```

```
4850 PRINTTAB(10);" ♠ ♠ ♠ /     \ ♠ ♠ ♠ ♠ "
4860 PRINTTAB(10);"♠ ♠ ♠ / / | \ \ ♠ ♠ ♠ ♠"
4870 PRINTTAB(10);" ♠ ♠ / / | \ \ ♠ ♠ ♠ "
4880 PRINTTAB(10);"♠ ♠ / / | \ \ ♠ ♠ ♠"
4890 PRINTTAB(10);" ♠ ♠ / | \ ♠ ♠ ♠ "
4900 PRINTTAB(10);"♠ ♠ ♠  ♠   ♠  ♠ ♠ ♠ ♠"
4910 PRINTTAB(10);" ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ "
4920 PRINT"█████████"
4930 PRINTTAB(17);"          "
4940 PRINTTAB(17);"          "
4950 PRINTTAB(17);"   O       "
4960 PRINTTAB(17);"           "
4970 PRINTTAB(17);"          "
4980 PRINTTAB(16);"            "
4990 PRINTTAB(15);"               "
5000 PRINTTAB(14);"                  "
5010 PRINTTAB(16);"            "
5020 PRINT"█████████"
5030 PRINTTAB(17);"\   | /"
5040 PRINTTAB(17);"  \      "
5050 PRINTTAB(17);"-   O   -"
5060 PRINTTAB(17);"-       -"
5070 PRINTTAB(17);"/      \"
5080 PRINTTAB(16);"/  / | \  \"
5090 PRINTTAB(15);"/  /  |  \  \"
5100 PRINTTAB(14);"/   /  |  \   \"
5110 PRINTTAB(16);" /   |   \"
5120 IFYJ=10THENRETURN
5130 YJ=YJ+1:GOTO4920
5140 POKE4466,17:PRINTTAB(15);"               ^     "
5150 PRINTTAB(15);" Y: ()|  |             \"
5160 PRINTTAB(15);" =. ( |  |              |"
5170 PRINTTAB(15);"|‾‾‾‾‾‾N|  |              |"
5180 PRINTTAB(15);"‾|‾‾|‾‾‾‾‾|  |              |"
5190 PRINTTAB(15);" | |                 | |"
5200 PRINTTAB(15);" | |          ɑ▭     | |"
5210 PRINTTAB(15);"__________________________█":GOSUB1370:RETURN
5220 POKE4466,18:PRINTTAB(19);" ":PRINTTAB(19);">":RETURN
5230 POKE4466,17:PRINTTAB(15);"                   "
5240 PRINTTAB(15);"/|‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾‾\"
5250 PRINTTAB(15);"| |                    |"
5260 PRINTTAB(15);"| |                    |"
5270 PRINTTAB(15);"|_|____________________|"
5280 PRINTTAB(15);" | |                | |"
5290 PRINTTAB(15);" | |        ɑ▭      | |"
5300 PRINTTAB(15);"__________________________█":GOSUB1370:RETURN
5310 PRINTTAB(30);"-- (    "
5320 PRINTTAB(30);"--  (      "
5330 PRINTTAB(30);"--   \__/   "
5340 PRINTTAB(30);"  /         "
5350 PRINTTAB(30);" /    |     "
5360 PRINT"█████  /‾\/‾‾\_          "
5370 PRINT"  /     \‾‾‾\             /‾‾‾\/‾‾\"
5380 PRINT"(              )          (        \"
5390 PRINT"(               )          \__/\__/"
5400 PRINT" \__/‾‾\__/\__/█"
5410 PRINTTAB(20);"   +  "
5420 PRINTTAB(20);"  /‾\ "
5430 PRINTTAB(20);" | ♠ | "
5440 PRINTTAB(20);" |   | "
5450 PRINTTAB(20);" | ♠ | "
5460 PRINTTAB(20);" |   |▒▒▒▒▒▒▒▒▒▒▒        "
5470 PRINTTAB(20);" | ▲            |    x▒x"
5480 PRINTTAB(20);" | ▒▒  ♠ ♠ ♠    |  x▒x▒x"
5490 PRINTTAB(20);" | ▒▒           |  ▒x▒x▒"
5500 PRINTTAB(20);" |______________|   \||/"
5510 PRINTTAB(36);"▒ "
5520 PRINTTAB(36);"▒ "
5530 PRINT"██████████████"
5540 PRINTTAB(7);"          .. ▪▪▪   "
5550 PRINTTAB(7);"        ...        "
5560 PRINTTAB(7);"       .           "
5570 PRINTTAB(7);"      ▒            "
5580 PRINTTAB(7);"   ▒▒▒▒▒▒▒▒▒▒▒▒▒   "
5590 PRINTTAB(7);"  ▒▒▒▒▒▒▒▒▒▒▒▒▒▒▒  "
5600 PRINT" ▒x▒    |               |  "
5610 PRINT"xx▒xx   |  O  O  O  O   |  "
5620 PRINT"x\||/x  |               |  "
5630 PRINT"  ▒     |  O  ██     O  |  "
5640 PRINT"  ▒     |     ▒▒        |  "
5650 PRINTTAB(7);"________________________  "
5660 PRINT"███":EW=32:WE=2
5670 PRINTTAB(WE);"████ ";B$;" ";B$;B$
5680 PRINTTAB(EW);"█▄▆___  "
5690 PRINTTAB(EW);"‾●‾●‾  "
5700 IFEW=1THEN5720
5710 EW=EW-1:WE=WE+1:GOTO5670
5720 GOSUB1370:RETURN
5730 LO=2:OL=29:F$(1)="   ◢        ███████████◢◤▒▒▒▒▒◢   ███████████▬▬▬▬▬◣ "
5740 F$(2)="    ◢   ███████████◤◤▒▒▒◢   ███████████▬▬▬◣     "
```

```
5750 F$(3)="      ▶     ▓▓▓▓▓▓▓▓▓▓▓    ▒▒▒▒▒▒▓▓▓▓▓▓▓▓▓▓▓    ▒▒▒▒▒▒▒"
5760 F$(4)="      ▶     ▓▓▓▓▓▓▓▓▓▓▓    ▒▒▒▒▒▒▓▓▓▓▓▓▓▓▓▓▓    ▒▒▒▒▒▒"
5770 W$(1)="~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~"
5780 W$(2)="▓▓~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~"
5790 POKE4466,10:PRINTB$:PRINT"┐"
5800 PRINT"  ┌~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~":FORZZ=1TO10:NEXTZZ
5810 PRINT"▓▓  ┌~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~"
5820 PRINT"▓▓";TAB(OL);F$(1):PRINT"▓▓▓";TAB(OL);F$(2)
5830 PRINT"▓";TAB(LO);F$(3):PRINT"▓▓▓";TAB(LO);F$(4)
5840 IFOL=3THENRETURN
5850 LO=LO+2:OL=OL-2:GOTO5790
5860 PRINT"▓":IP=1
5870 POKE4466,9
5880 PRINTW$(1):FORZZ=1TO25:NEXTZZ:PRINTW$(2)
5890 S$(1)="           "
5900 S$(2)="     ◥     "
5910 S$(3)="    ◢\     "
5920 S$(4)="   ▓▓  \   "
5930 S$(5)="  ▓▓▓   \  "
5940 S$(6)="  ━━━┓   \-▓▓▓▓"+B$
5950 S$(7)="  ▒▒▒▒▒▒▒▒▒/ "
5960 S8$="           ▓▓▓▓▓▓▓▓▓▓▓    ◥      ▓▓▓▓▓▓▓▓▓▓▓     ◢\      "
5970 S8$=S8$+"▓▓▓▓▓▓▓▓▓▓▓    ▓▓  \    ▓▓▓▓▓▓▓▓▓▓▓  ▓▓▓   \   ▓▓▓▓▓▓▓▓▓▓▓"
5980 S8$=S8$+"  ━━━┓   \-▓▓▓▓"+B$+"▓▓▓▓▓▓▓▓  ▒▒▒▒▒▒▒▒▒/  "
5990 POKE4466,2:PRINTTAB(IP);S8$
6000 IFTM=1THEN6030
6010 IFIP=29THENRETURN
6020 IP=IP+1:GOTO5990
6030 GOSUB1370:FORSB=3TO8:POKE4466,SB:FORZ=1TO9-SB:PRINTTAB(IP);S$(Z):NEXTZ
6040 FORZZ=1TO100:NEXTZZ:NEXTSB:PRINT"~~~~~~~~~~":RETURN
6050 PRINT"▓":WQ=3:OL=29:LO=1
6060 POKE4466,9:PRINTW$(1):FORZZ=1TO25:NEXTZZ:PRINTW$(2)
6070 PRINT"▓▓▓▓";TAB(WQ);M$
6080 PRINT"▓▓";TAB(OL);F$(1):PRINT"▓▓▓";TAB(OL);F$(2)
6090 PRINT"▓";TAB(LO);F$(3):PRINT"▓▓▓";TAB(LO);F$(4)
6100 IFOL=1THENRETURN
6110 WQ=WQ+2:LO=LO+2:OL=OL-2:GOTO6060
6120 GOSUB1370:GOTO2660
6130 PRINT"▓":WQ=1:OL=27:LO=1:HD=9:IK=0
6140 POKE4466,9:PRINTW$(1):FORZZ=1TO25:NEXTZZ:PRINTW$(2)
6150 PRINT"▓▓▓▓";TAB(WQ);M$
6160 POKE4466,14:PRINTTAB(OL);F$(1):PRINT"▓▓▓";TAB(OL);F$(2)
6170 PRINT"▓";TAB(LO);F$(3):PRINT"▓▓▓";TAB(LO);F$(4)
6180 IFWQ=9THEN6200
6190 WQ=WQ+2:LO=LO+1:OL=OL-1:GOTO6140
6200 M$="      ▓▓▓▓▓▓    "+CHR$(103)+" ▓▓▓▓▓▓═▒▒▒~"
6210 POKE4466,8:PRINTSPC(20):PRINTW$(1):FORZZ=1TO25:NEXTZZ:PRINTW$(2)
6220 IFIK=1THEN6250
6230 POKE4466,HD:PRINTTAB(11);M$
6240 POKE4466,HD+1:PRINTTAB(11);
6250 POKE4466,14:PRINTTAB(OL);F$(1):PRINT"▓▓▓";TAB(OL);F$(2)
6260 PRINT"▓";TAB(LO);F$(3):PRINT"▓▓▓";TAB(LO);F$(4)
6270 IFHD=13THEN6290
6280 HD=HD+1:LO=LO+2:OL=OL-2:GOTO6210
6290 IFOL=3THENRETURN
6300 LO=LO+2:OL=OL-2:IK=1:GOTO6210
6310 FOREX=0TO50:POKE4513,EX:POKE4514,EX:USR(68):NEXTEX:USR(71):RETURN
6320 PRINT"▓▓▓▓▓▓▓";TAB(9);"    ▶   ◢"
6330 PRINTTAB(9);"   / ⌒⌒ \"
6340 PRINTTAB(9);"  ▒ ⊙ ⊙ ▒"
6350 PRINTTAB(9);"  ▒  ♥  ▒"
6360 PRINTTAB(9);"  ▒▒ ┴ ▒▒"
6370 PRINTTAB(9);"   ▒▒▒▒▒▒___________⌒⌒\"
6380 PRINTTAB(9);"     |                \"
6390 PRINTTAB(9);"     |                 \ \"
6400 PRINTTAB(9);"      \               /  |"
6410 PRINTTAB(9);"       \              /   |"
6420 PRINTTAB(9);"   ⌒/   \____________|    |"
6430 PRINTTAB(9);"   | /  |           \  \  |"
6440 PRINTTAB(9);"   ~/   ||           \  |"
6450 PRINTTAB(9);"        ||            |||"
6460 PRINTTAB(9);"        ~/           ~~/"
6470 GOSUB1370:RETURN
6480 PRINT"▓▓▓▓▓▓▓";TAB(10);"      ◣◣ "
6490 PRINTTAB(10);"       | \| \"
6500 PRINTTAB(10);"       /    |"
6510 PRINTTAB(10);"      ⊙ ⊙  |"
6520 PRINTTAB(10);"     /     |"
6530 PRINTTAB(10);"  o─┐      \"
6540 PRINTTAB(10);"     \       \__________"
6550 PRINTTAB(10);"      |                \\"
6560 PRINTTAB(10);"      |                |\\"
6570 PRINTTAB(10);"      |                |  \\"
6580 PRINTTAB(10);"     ┌┐┌┐           ┌┐┌┐  \\"
6590 PRINTTAB(10);"     ||||           ||||"
6600 PRINTTAB(10);"     ||||           ||||"
6610 PRINTTAB(10);"     ||||           ||||"
6620 PRINTTAB(10);"     ~/~/          ~/~/"
6630 GOSUB1370:RETURN
6640 PRINT"▓▓▓▓▓▓      ×▒×▒×"
```

The No. 1* Football Game

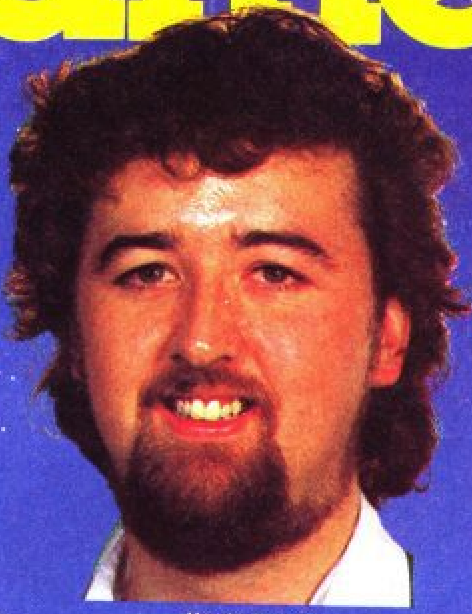
ZX81 16K, ZX Spectrum 48K
BBC and Oric versions coming soon!



Football Manager

Designed by Kevin Toms

This outstanding game of skill and strategy is now widely available and you can join the many thousands of satisfied customers who have purchased the game. This is no five minute wonder – you will be playing this game for hours over many weeks (we know – our customers tell us!).



Kevin Toms

Some of the features of the game:–

- ★ Matches in 3D graphics ★ Transfer market
- ★ Promotion and relegation ★ F.A. Cup matches
- ★ Injury problems ★ Full league tables
- ★ Four Divisions ★ Pick your own team for each match
- ★ As many seasons as you like
- ★ Managerial rating
- ★ 7 skill levels
- ★ Save game facility

Addictive

*ZX81 Chart, Home Computing Weekly 16.8.83

Programmers We want your software. Send us a sample, if accepted, we will supply generous royalties plus cash advances plus free advice from Kevin himself!

Comments about the game from press and our customers

"FOOTBALL MANAGER is the best game I have yet seen on the Spectrum and my personal favourite of all the games on any micro ... To the ordinary person it is an excellent view of what can be done in the field of computer games ... The crowning glory of this game is the short set pieces of match highlights which show little stick men running around a pitch, shooting, defending and scoring ... It is a compulsive game but people who cannot take game sessions of 9 hours or so, which happened on one happy Sunday, will be grateful to know that there is a 'save to tape' option. FOOTBALL MANAGER has everything it could ... The originator, Addictive Games, certainly deserve the name." Rating: 19/20 (Practical Computing – August 1983).

"When I first received this game I spent the best part of the weekend playing it. Since then I have returned to it more often than any other. The truly addictive quality of this game is the remarkable way it mirrors the real football manager's problems ... "(Personal Computer Games – Summer 1983)

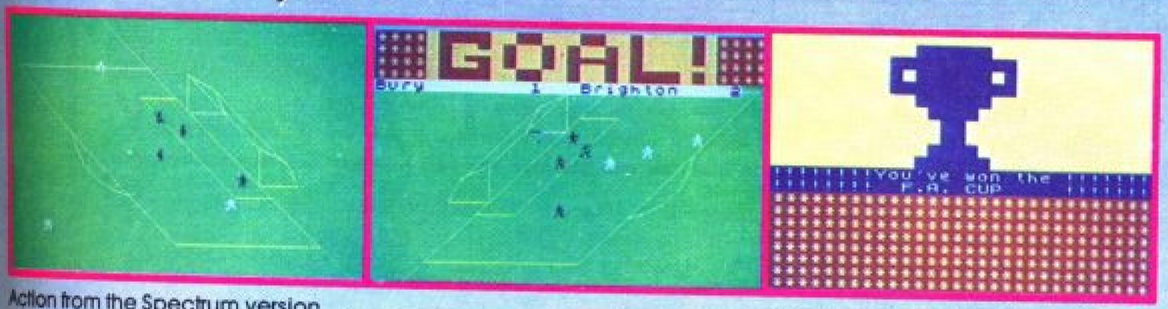
"It's my own fault you *did* warn me – I am totally and completely hooked on FOOTBALL MANAGER." (Mr. A. Wright – Lancashire.)

"It is by far the best software game that I have seen for the Spectrum." (Mr. N. Lincoln – Surrey.)

"I congratulate you for a marvellous game which keeps the player enthralled." (Mr. N. Creasey – Gerrard's Cross.)

"I am writing to say what a great game it is. I have spent over 45 hours on it." (Mr. D. Fearn – Gloucestershire.)

"Your FOOTBALL MANAGER game is terrific." (Mr. N. Cumming – West Bromwich.)



Action from the Spectrum version

Available from computer software stockists nationwide, including Boots & WHSMITH†

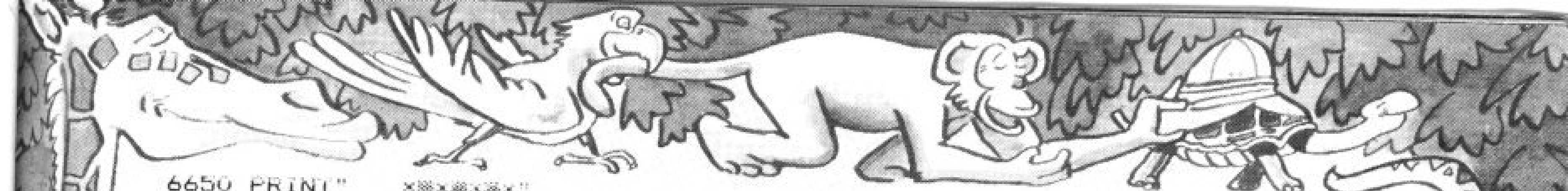
† Spectrum version only

Prices: Spectrum 48K £6.95
ZX81 16K £5.95
(N.B. 3D GRAPHICS ARE NOT INCLUDED IN THE ZX81 VERSION).
Overseas orders add £1·50

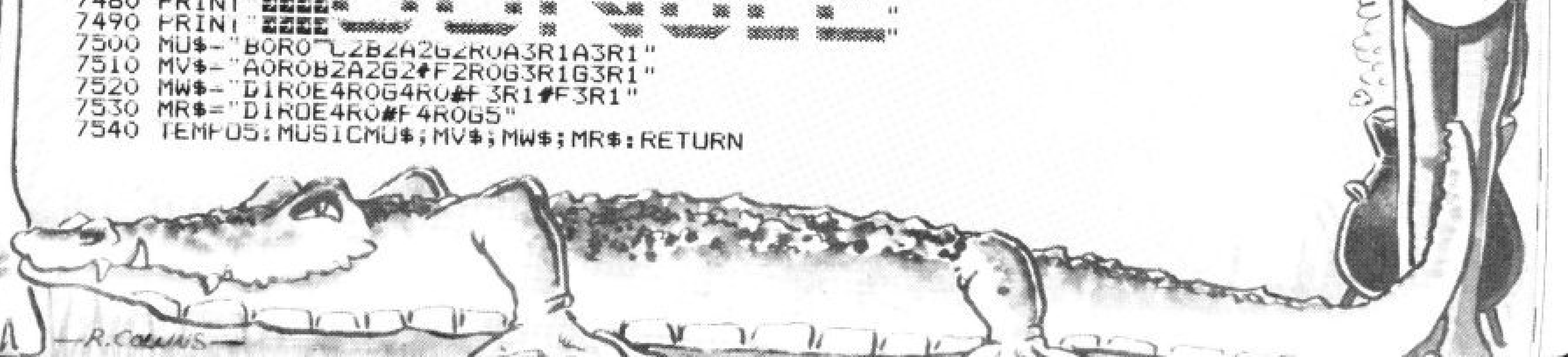
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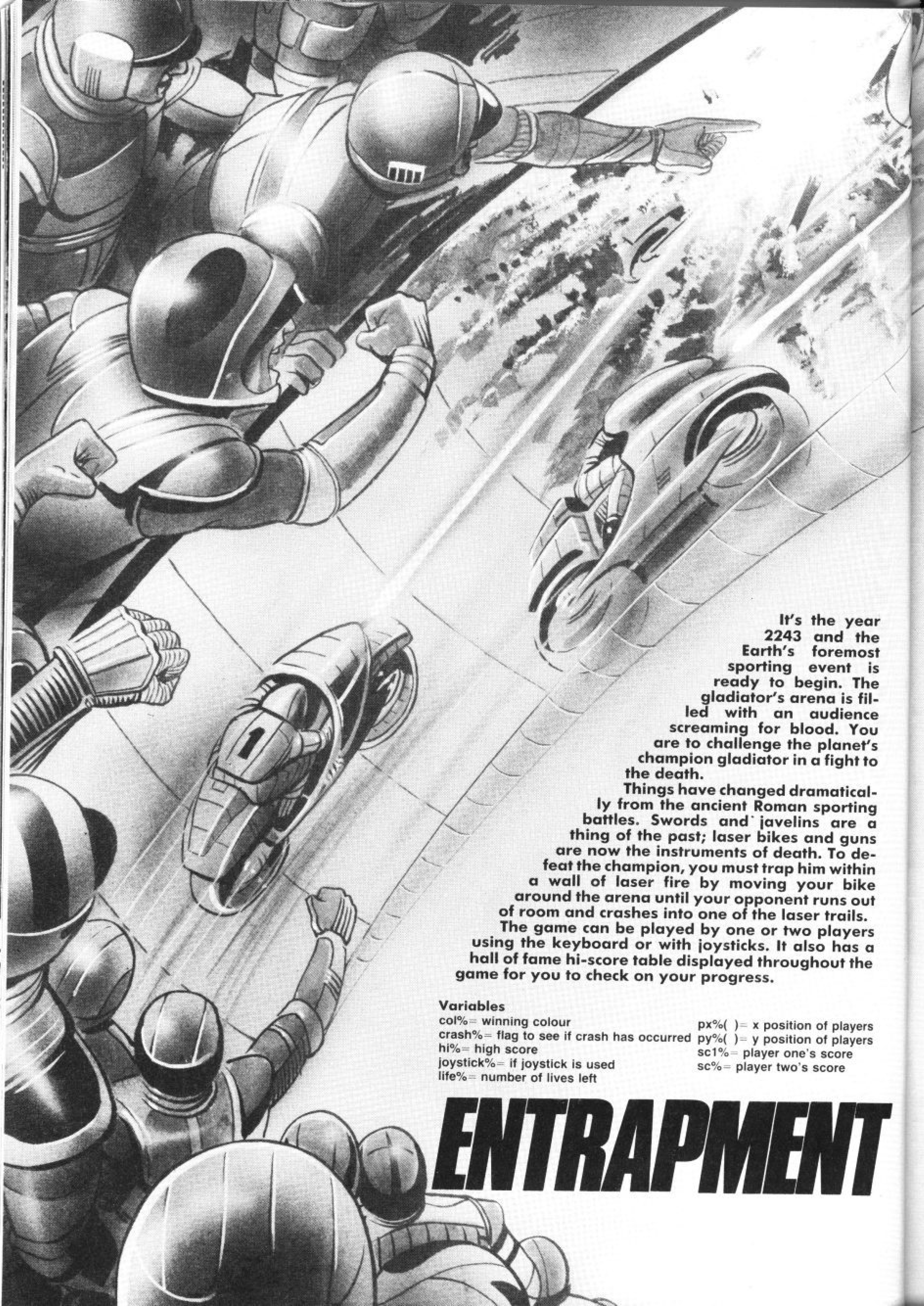
Addictive Games
Albert House, Albert Road, Bournemouth BH1 1BZ.

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```
6650 PRINT"    ×▒×▒×▒×"
6660 PRINT"   ×▒×▒×▒×▒×"
6670 PRINT"    ×▒×▒×▒×"
6680 PRINT"       ╲|╱"
6690 PRINT"        ||"
6700 PRINT"        ||"
6710 PRINT"        ||"
6720 PRINT"────────────────────────────────────────"
6730 VD=32:B$=CHR$(99):B2$=CHR$(101)
6740 PRINT"██"
6750 PRINTTAB(VD);"█";B$;"  π "
6760 IFVD=7THEN6780
6770 VD=VD-1:GOTO6750
6780 PRINTTAB(7);"█";B2$
6790 PRINTTAB(7);"██";B2$:PRINTTAB(7);" "
6800 PRINTTAB(7);"███";B2$:PRINTTAB(7);" "
6810 PRINTTAB(7);"███";B$:PRINTTAB(7);" "
6820 PRINTTAB(7);"███";B$:PRINTTAB(7);"/":RETURN
6830 MW=9:POKE4466,18:PRINTTAB(10);"──────────────────────"
6840 POKE4466,17:PRINTTAB(MW);" ";CHR$(99)
6850 IFMW=29THENRETURN
6860 MW=MW+1:GOTO6840
6870 PRINT"█";TAB(10);"LOST IN THE JUNGLE":PRINTTAB(9);"────────────────────"
6880 PRINT"██You are lost in a jungle. You have a gun"
6890 PRINT"with 6 bullets, a knife, a slingshot,"
6900 PRINT"█and 2 bottles of medicine."
6910 PRINT"██Your aim is to find your way back to"
6920 PRINT"█civilization without getting yourself   █killed."
6930 PRINT"██You must try to keep up your energy or"
6940 PRINT"█you will die of exhaustion."
6950 PRINT"██         PRESS ANY KEY TO CONTINUE"
6960 V5=INT(RND(1)*40+1):V6=INT(RND(1)*255+1)
6970 V7=INT(RND(1)*50+1):V8=INT(RND(1)*50+1):FORV9=1TOV5
6980 FORV4=V6TOV7STEP-V8:POKE4514,V9:POKE4513,V4:USR(68):NEXT:USR(71)
6990 GETA$:IFA$=""THEN6960
7000 PRINT"██████████Each move is one mile."
7010 PRINT"█████The jungle is 50 miles square.":USR(62)
7020 PRINT"██████████        PRESS ANY KEY TO START"
7030 GETX$:IFX$=""THEN7030
7040 PRINT"█":RETURN
7050 PRINT"████SORRY....."
7060 TEMPO4:MUSIC"_E1R0_E1R0_E1R0_C6_C1"
7070 PRINT"██████▒ ▒▒▒▒ ▒▒▒▒ ▒▒▒▒ ▒▒▒▒"
7080 PRINTTAB(5);"▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒"
7090 PRINTTAB(5);"▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒"
7100 PRINTTAB(5);"▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒"
7110 PRINTTAB(5);" ▒▒  ▒  ▒ ▒  ▒ ▒▒▒  ▒▒▒"
7120 PRINTTAB(5);"  ▒  ▒  ▒ ▒  ▒ ▒  ▒ ▒"
7130 PRINTTAB(5);"  ▒  ▒  ▒ ▒  ▒ ▒  ▒ ▒"
7140 PRINTTAB(5);"  ▒  ▒  ▒ ▒  ▒ ▒  ▒ ▒"
7150 PRINTTAB(5);"  ▒  ▒  ▒ ▒  ▒ ▒  ▒ ▒"
7160 PRINT"███▒▒▒  ▒▒▒▒ ▒▒▒▒ ▒▒▒▒ ▒  ▒ ▒▒▒▒ ▒▒▒▒"
7170 PRINT"▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒"
7180 PRINT"▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒"
7190 PRINT"▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒"
7200 PRINT"▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒"
7210 PRINT"▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒"
7220 PRINT"▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒"
7230 PRINT"▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒"
7240 PRINT"▒▒▒▒ ▒▒▒▒ ▒▒▒▒ ▒▒▒▒ ▒▒▒▒ ▒▒▒▒":GOSUB1370:GOSUB1370
7250 PRINT"██████Do you want to try again?":USR(62)
7260 GETX$:IFX$=""THEN7260
7270 IFX$="Y"THENCLR:GOTO160
7280 PRINT"███THANK YOU FOR PLAYING.....██":END
7290 PRINT"█":KP=108:KW=53248
7300 FORLP=0TO39:POKEKW+LP,KP:NEXTLP
7310 FORLP=79TO999STEP40:POKEKW+LP,KP:NEXTLP
7320 FORLP=998TO960STEP-1:POKEKW+LP,KP:NEXTLP
7330 FORLP=920TO40STEP-40:POKEKW+LP,KP:NEXTLP
7340 PRINT"████",TAB(10);"▒   ▒▒▒▒ ▒▒▒▒ ▒▒▒▒"
7350 PRINTTAB(10);"▒   ▒  ▒ ▒     ▒"
7360 PRINTTAB(10);"▒   ▒  ▒ ▒     ▒"
7370 PRINTTAB(10);"▒   ▒  ▒ ▒▒▒▒  ▒"
7380 PRINTTAB(10);"▒   ▒  ▒    ▒  ▒"
7390 PRINTTAB(10);"▒   ▒  ▒    ▒  ▒"
7400 PRINTTAB(10);"▒▒▒▒ ▒▒▒▒ ▒▒▒▒  ▒"
7410 PRINTTAB(8);"██▒ ▒  ▒ ▒▒▒ ▒ ▒ ▒▒▒"
7420 PRINTTAB(8);"▒ ▒▒ ▒  ▒  ▒▒▒ ▒▒"
7430 PRINTTAB(8);"▒ ▒ ▒▒  ▒  ▒ ▒ ▒"
7440 PRINTTAB(8);"▒ ▒  ▒  ▒  ▒ ▒ ▒▒▒"
7450 PRINT"█████  ▒ ▒  ▒ ▒  ▒ ▒▒▒▒ ▒    ▒▒▒▒"
7460 PRINT"████   ▒ ▒  ▒ ▒▒ ▒ ▒    ▒    ▒"
7470 PRINT"████   ▒ ▒  ▒ ▒ ▒▒ ▒ ▒▒ ▒    ▒▒▒"
7480 PRINT"████▒  ▒ ▒  ▒ ▒  ▒ ▒  ▒ ▒    ▒"
7490 PRINT"████▒▒▒▒ ▒▒▒▒ ▒  ▒ ▒▒▒▒ ▒▒▒▒ ▒▒▒▒"
7500 MU$="B0R0_C2B2A2G2R0A3R1A3R1"
7510 MV$="A0R0B2A2G2#F2R0G3R1G3R1"
7520 MW$="D1R0E4R0G4R0#F3R1#F3R1"
7530 MR$="D1R0E4R0#F4R0G5"
7540 TEMPO5:MUSICMU$;MV$;MW$;MR$:RETURN
```





ENTRAPMENT

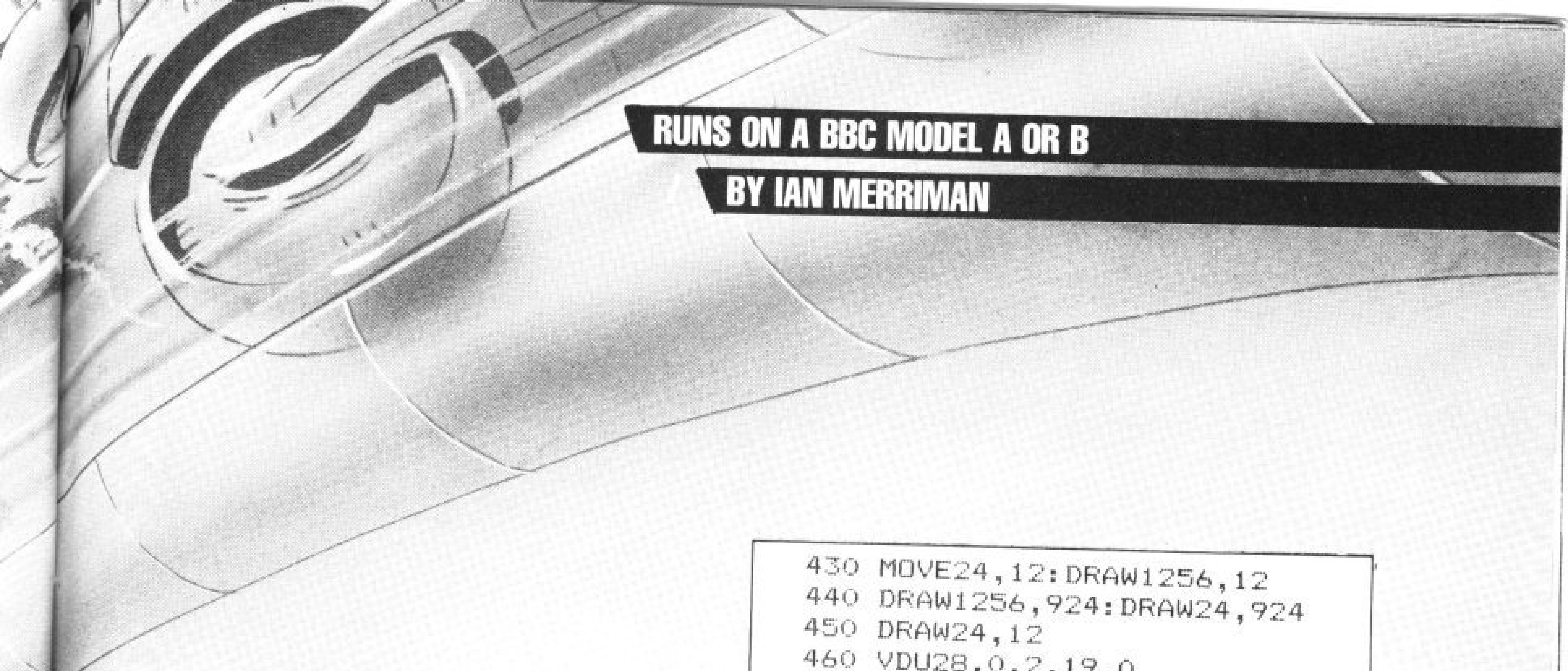
It's the year 2243 and the Earth's foremost sporting event is ready to begin. The gladiator's arena is filled with an audience screaming for blood. You are to challenge the planet's champion gladiator in a fight to the death.

Things have changed dramatically from the ancient Roman sporting battles. Swords and javelins are a thing of the past; laser bikes and guns are now the instruments of death. To defeat the champion, you must trap him within a wall of laser fire by moving your bike around the arena until your opponent runs out of room and crashes into one of the laser trails.

The game can be played by one or two players using the keyboard or with joysticks. It also has a hall of fame hi-score table displayed throughout the game for you to check on your progress.

Variables

col%= winning colour
crash%= flag to see if crash has occurred
hi%= high score
joystick%= if joystick is used
life%= number of lives left
px%( )= x position of players
py%( )= y position of players
sc1%= player one's score
sc%= player two's score



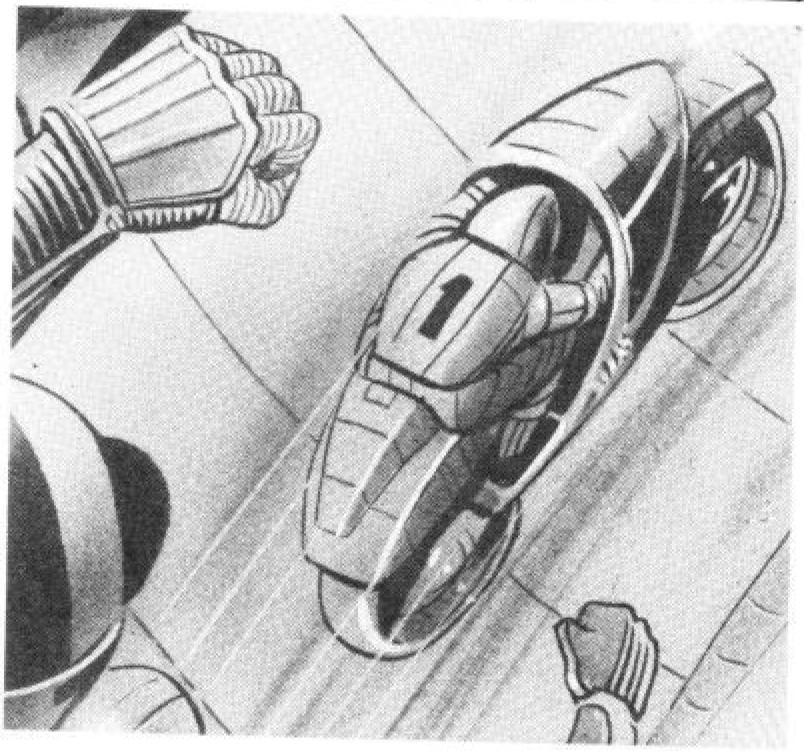
RUNS ON A BBC MODEL A OR B

BY IAN MERRIMAN

```
40ON ERROR RUN
50MODE7
60PROCinst
70MODE5
80PROCinit
90REPEAT
100life%=3:sc1%=0:sc2%=0
110REPEAT
120PROCdelay(50)
130PROCsetup
140COLOUR 1
150PRINT'"PRESS SPACE OR FIRE"
160REPEAT
170UNTIL(ADVAL0 AND3)<>0 OR INKEY(-99)
180PROCdisplay_score
190REPEAT
200FOR player%=1 TO 3 STEP2
210PROCplay
220NEXT player%
230UNTIL crash%
240UNTIL life%<=0
250PROCdisplay_score
260VDU 5:GCOL0,1
270MOVE128,448:PRINT"ANOTHER GAME?";
280VDU 4
290REPEAT
300UNTIL INKEY(-99) OR (ADVAL0 AND3)<>0
310UNTIL FALSE
320END
330
340
350DEF PROCinit
360 DIM px%(4),py%(4)
370 hi%=0
380 VDU19,0,7,0,0,0
390 VDU19,3,0,0,0,0
400 GCOL0,3
410 col%=1
420 REM DRAW WALL AROUND PLAY AREA
430 MOVE24,12:DRAW1256,12
440 DRAW1256,924:DRAW24,924
450 DRAW24,12
460 VDU28,0,2,19,0
470 VDU24,32;16;1248;920;
480 GCOL0,130
490 CLG
500 lim1%=21000:lim2%=44000
510ENDPROC
520
530DEF PROCsetup
540 CLG
550 px%(1)=665:px%(3)=615
560 py%(1)=512:py%(3)=512
570 si%=0:crash%=FALSE
580 VDU23,1,0;0;0;0;:REM OS 0.1 ALTER THIS
590ENDPROC
600
610DEF PROCplay
620 MOVE px%(player%),py%(player%)
630 move%=FALSE
640 GCOL0,player%
650 IF joystick% THEN PROCstick ELSE IF player%=1 THEN PROCkey1 ELSE PROCkey2
660 REM GO OUT OF CONTROL IF NOT PRESSING A KEY
670 IF NOT move% THEN px%(player%)=px%(player%)+((RND(3)-2)*8):py%(player%)=py%(player%)+4
680 IF POINT(px%(player%),py%(player%))<>2 THEN PROCcrash ELSE DRAW px%(player%),py%(player%)
690 SOUND&0112,-10,px%(1) MOD 50,2
700 SOUND&0113,-10,px%(3) MOD 50,2
710 si%=si%+1
720ENDPROC
730
740DEF PROCcrash
750 life%=life%-1
760    PROCscore
770 crash%=TRUE
780 IF player%<>2 THEN player%=2
```

Illustration: John Higgins

```
 790 SOUNDO,-15,10,5
 800ENDPROC
 810
 820DEF PROCscore
 830 CLS
 840 IF player%=1 THEN sc2%=sc2
%+si% ELSE sc1%=sc1%+si%
 850 IF sc1%>hi% THEN hi%=sc1%:
col%=1 ELSE IF sc2%>hi% THEN hi%
=sc2%:col%=3
 860ENDPROC
 870
 880DEF PROCdelay(time%)
 890 LOCAL delay%
 900 delay%=TIME+time%
 910 REPEAT
 920 UNTIL TIME>delay%
 930ENDPROC
 940
 950DEF PROCinst
 960 VDU23,1,0;0;0;0;:REM OS 0.
1 ALTER THIS
 970   PROCtitle("ENTRAPMENT")
 980 PRINTTAB(3,5)CHR$134;"Stee
r your trail to trap your foe."
 990 PRINTTAB(0,6)CHR$134;"But
dont hit the wall or any trails.
"
 1000 PRINTTAB(0,9)CHR$134;"Use
the Q,W,A,S and @,[,:,] keys or
"
 1010 PRINTTAB(0,10)CHR$134;" jo
ysticks for your controls..."
 1020 PRINTTAB(1,13)CHR$129"WARN
ING trying to stop will send you
r"
 1030 PRINTTAB(0,14)CHR$129"trai
l out of control !!!"
 1040 PRINTTAB(1,18)CHR$136;CHR$
130;"PRESS <FIRE> OR <SPACE> TO
START"
 1050 REPEAT
```



```
 1060 IF INKEY(-99) THEN joystic
k%=FALSE ELSE joystick%=TRUE
 1070 UNTIL (ADVALO AND3)<>0 OR
NOT joystick%
 1080ENDPROC
 1090
 1100DEF PROCtitle(title$)
 1110 PRINTTAB(((40-LEN(title$))
/2)-3,1)CHR$141;CHR$133;title$
 1120 PRINTTAB(((40-LEN(title$))
/2)-3,2)CHR$141;CHR$133;title$
 1130ENDPROC
 1140
 1150DEF PROCkey2
 1160 REM USE Q,W,A,S  AND @,[,;
,: KEYS
 1170 IF INKEY(-17) THENpx%(3)=p
x%(3)-8:move%=TRUE
 1180 IF INKEY(-34) THENpx%(3)=p
x%(3)+8:move%=TRUE
 1190 IF INKEY(-66) THENpy%(3)=p
y%(3)+4:move%=TRUE
 1200 IF INKEY(-82) THENpy%(3)=p
y%(3)-4:move%=TRUE
 1210ENDPROC
 1220
 1230DEF PROCkey1
 1240 IF INKEY(-72) THENpx%(1)=p
x%(1)-8:move%=TRUE
 1250 IF INKEY(-57) THENpx%(1)=p
x%(1)+8:move%=TRUE
 1260 IF INKEY(-73) THENpy%(1)=p
y%(1)+4:move%=TRUE
 1270 IF INKEY(-89) THENpy%(1)=p
y%(1)-4:move%=TRUE
 1280ENDPROC
 1290
 1300DEF PROCstick
 1310 IF ADVAL(player%)>lim2% TH
ENpx%(player%)=px%(player%)-8:mo
ve%=TRUE
 1320 IF ADVAL(player%)<lim1% TH
ENpx%(player%)=px%(player%)+8:mo
ve%=TRUE
 1330 IF ADVAL(player%+1)>lim2%
THENpy%(player%)=py%(player%)+4:
move%=TRUE
 1340 IF ADVAL(player%+1)<lim1%
THENpy%(player%)=py%(player%)-4:
move%=TRUE
 1350ENDPROC
 1360
 1370DEF PROCdisplay_score
 1380 CLS
 1390 COLOUR 3:PRINTTAB(2,0)"SC1
:";sc2%;
 1400 COLOUR col%:PRINT" HI:";hi
%
 1410 COLOUR 1:PRINT"  SC2:";sc1
%
 1420ENDPROC
 1430
```



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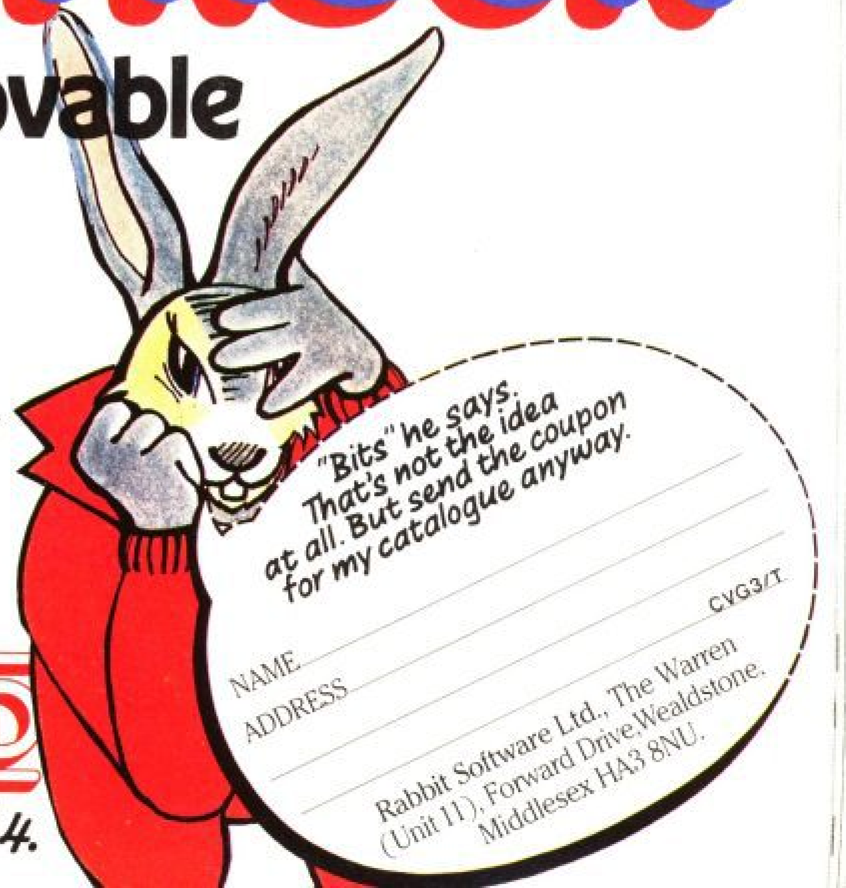
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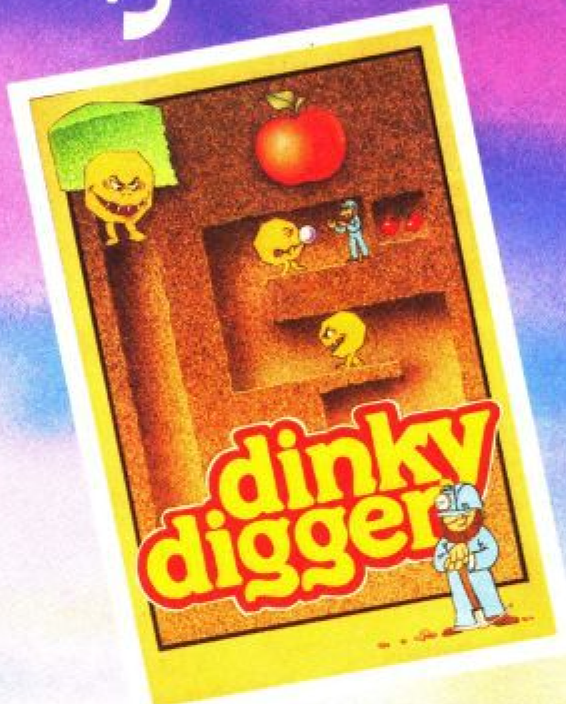
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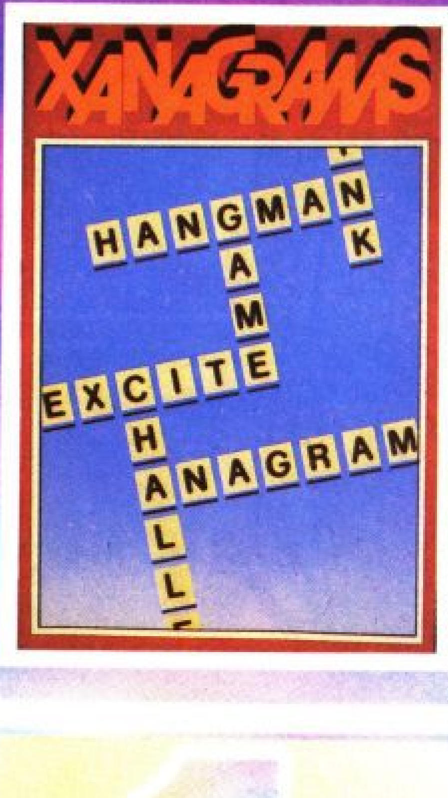


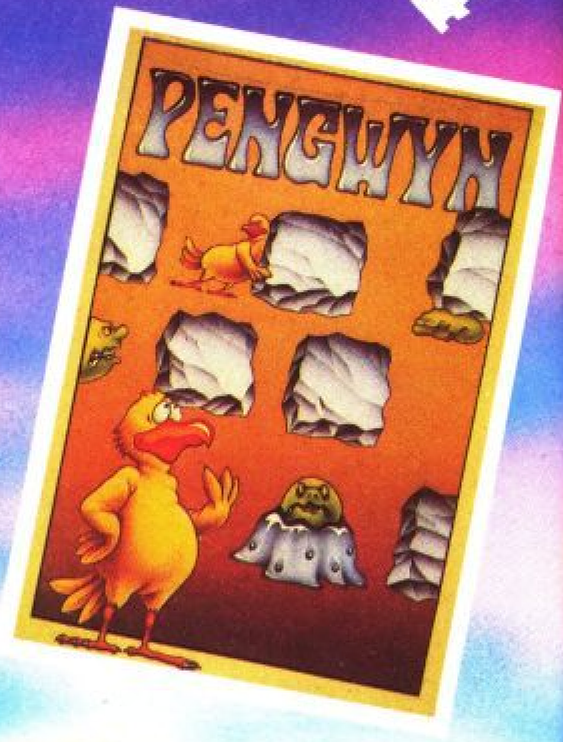


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FEB'S FOUL-UPS

Two mistakes cropped up in February's issue.

The first program to come under the bugs' attack was Briky for the Atari 400. Mal and his team have devised a new tactic. Instead of removing parts of the program, they've printed two of each line! When entering the program, just type in the listing up to line 30120 and miss out the rest.

Bug number two appeared in Front Gunner for the Electron. We missed out the last part of the program. But I've managed to persuade Screaming Foul Up to give it back. So if you'd like a correct listing, just send me an SAE.

PROFESSIONAL BUGS . . .

Remember the problem with Valhalla? It seems that trying to perform certain actions like throwing the axe when the program isn't expecting it will produce an error message and return you to Basic. From there, just type LIST and you'll see most of the program!

THOSE ATARI LISTINGS . . .

I still get letters and phone calls (01-278 3881) from Atari owners saying that they can't get Pirates & Polyps and Interstellar Intrigue to work.

I am as sure as I can be that the programs do work, but for all who have asked, here is a fuller explanation of how to put the machine code characters in lines such as 830 of Interstellar Intrigue on page 29.

Taking this line as an example, you have to enter line 830 as printed on the correction sheet. Where it says "put characters here", you have to put the characters corresponding to the list of numbers given in the yearbook. To do this . . .

1) Type in as much of the program as you can, and then add the following lines.

```
10 for J=1 to 11: READ A: PRINT CHR$(A);:NEXT J
20 DATA 104,162,6,169 . . .
30 STOP
```

2) Run the program. It will stop at line 30 and you'll have the characters printed on the screen. Now you need to get them into a program line, so . . .

3) Simply use the cursor keys (the 4 arrows) to put the other characters from the sheet in the right place. Eg., the line number, LET etc.

4) Press return to enter the line into the listing.

When you've done this, you should have line 830 correct. Now change lines 10 and 20 to put in the other lines. You'll need to change the DATA and also the 11 in line 10.

If you can't fit all the data on line 20, put half of it on 20 and then start again on 25 with 25 DATA more numbers . . .

Then save the program, but remove lines 10 to 30 first.

DEMOLITION SPECTRUM

Some of you may have had problems with the graphics in Demolition.

If you come across such a Spectrum listing, what you do is this. Type the program in as normal. When you come to a graphic character, replace it with a capital G (for Graphic).

When you've finished, save the listing on tape to be safe, and then RUN it. Obviously it won't work, you'll just get a load of Gs printed. So, break in with the Break key.

Now get into graphics mode by pressing caps shift/9 to get a 'G' cursor. First, press REM, then press the capital letters from A to U in order. If any of those letters are used in the listing as graphics they'll be printed as graphic characters. Watch as they appear on the screen.

Then it's simply a matter of replacing all those Gs with the correct character. For example if, in Demolition, a fireball character is printed when you press graphics 'F', then you just change all the G's to a graphic 'F' where they should be fireballs.

Remember that to put these characters in the listing, you should be in graphics mode so type the line as normal, then when you get to the character, get into graphics mode to type it, press caps shift/9 to return to an L cursor, and finish off the line.



Write to me at Bug Hunter, Computer and Video Games, Durrant House, 8 Herbal Hill, London, EC1R 5EJ. Or phone me on 01-278-3881.

MORE ON THE YEARBOOK

Oops! I've found a few more lines which were left out of the Atari version of Pirates and Polyps from the 1984 Yearbook.

Line 370 should be . . .

```
370 ?,"     Pirates":? :? ,"  polyps":? :? "If the projector has locked onto a"
```

while 410 is also missing and should read . . .

```
410? "enjoy the game. Press any key":GET#1,A:?"  ":POKE710,N:POKE 16,64:POKE 53774,64
```

You'll also need . . .

```
280 ? :? ,," ":?"    Laser     Scanner"
290 ?"  Base     ":? :? :? ," Press any key ":GET#1,A:?"  "
1100 Q=1:IF K=2 THEN H = INT(RND(N)*24+13):GOTO 1130
```

The game should now run better, with a pause after the first sheet of instructions.

By the way, line 1055 can be removed.

ZX81 BLOCKADE

Space Blockade from January's issue lost a byte at the end of the machine code loading program.

When you've finished typing the machine code as directed, the program will not end. To finish it, type in an 'S'.

UNBREAKABLE SPECTRUM BROKEN

I've had a couple of letters from people saying that the line zero copyright message for the Spectrum which appeared in Bug Hunter didn't work.

The correct version should be

```
POKE (PEEK 23635+256*PEEK 23636 + 1), 0
```

and you should now be able to add a non-removable line 0 to the top of your Spectrum Basic programs.

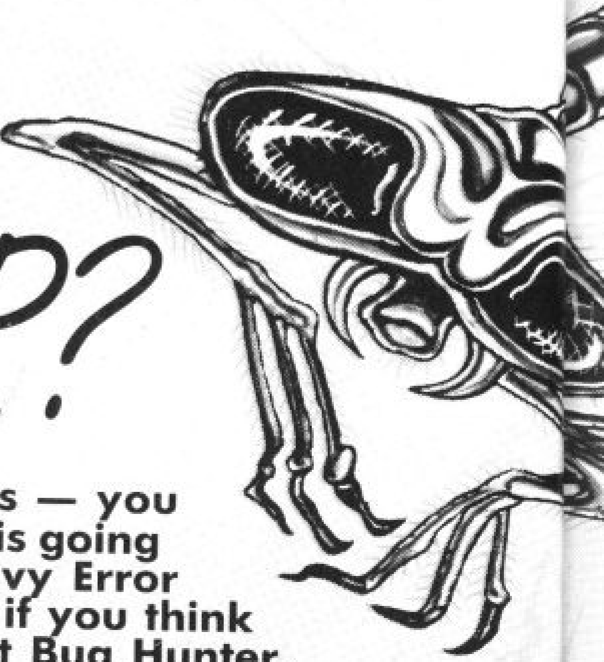
AND FINALLY . . .

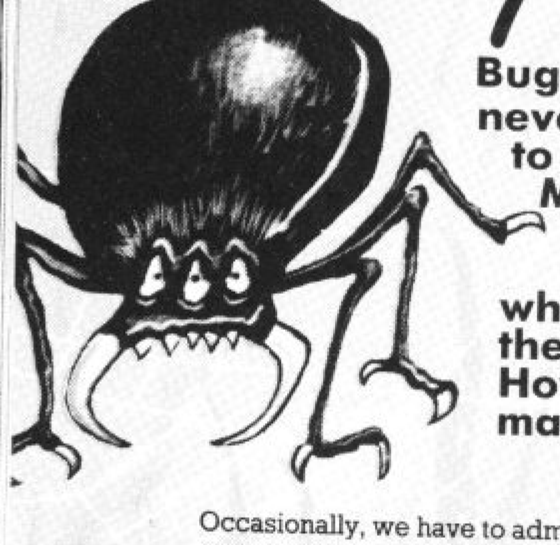
. . . for this month, an apology to Texas owners. The 3D Maze program in the Yearbook, although it works perfectly, will not run without an Extended Basic cartridge. Sorry for not making that clear.

BY ROBERT SCHIFREEN



So you want to be a BUG HUNTER?

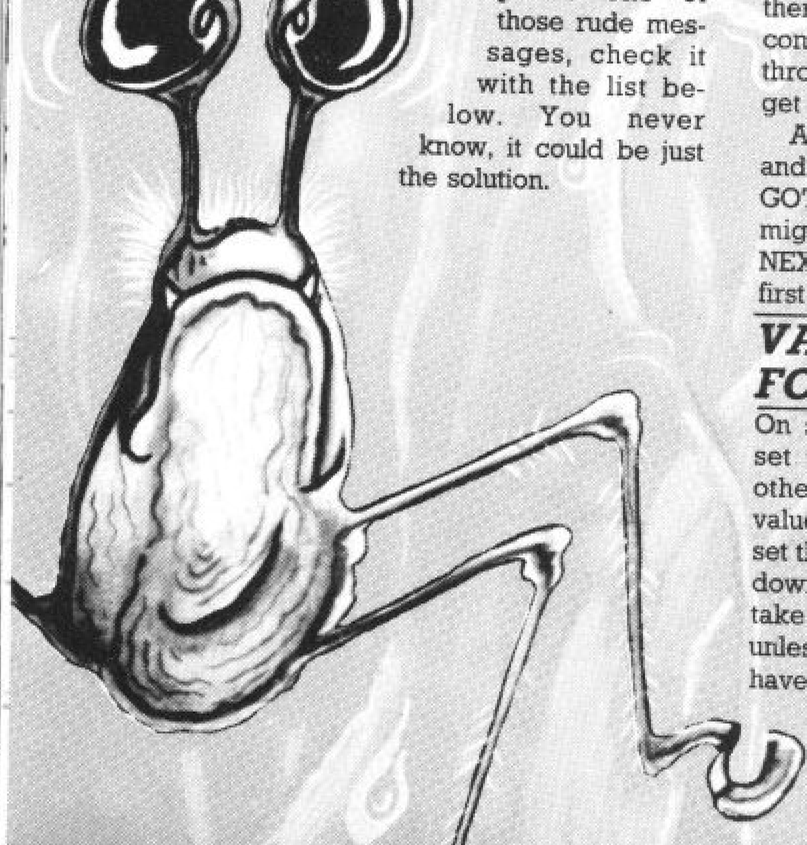




Bug hunting is a dangerous business — you never know when Screaming Foul-Up is going to sneak up behind you with a heavy Error Message clutched in his claws. But if you think you are up to it, *C&VG*'s resident Bug Hunter, Robert Schifreen, has come up with a few hints and tips which could help you become a trainee Bug Basher. And they could save you the cost of a phone call to our Bug line! However, if all else fails, then either drop me a line at the magazine or call me on 01-278 3881.

Occasionally, we have to admit, an error creeps into one of our listings. More often, we find that the person typing the listing has made a small typing error. Easy enough to do! Next time you have problems with one of our games, try out some of the suggestions below before phoning Bug Hunter. If the computer prints an error message when you type RUN it could be a very small typing error. Even mistaking a comma for a full stop could alter the way in which a program runs.

So next time the computer rejects an afternoon's hard typing and prints one of those rude messages, check it with the list below. You never know, it could be just the solution.



SYNTAX ERROR

This is the most common error message. It means that the program line is not recognised by the computer as being "RUN"able. This may be because you have left out a character eg a bracket, or spelt a word wrongly eg. IPNUT instead of INPUT. Many syntax errors are quite hard to spot as one very small mistake can cause a whole line to be rejected. Check especially the commas, colons and semi colons.

NEXT WITHOUT FOR

A FOR-NEXT loop is a special part of a Basic program. There must be a FOR statement, then part of the program and then a NEXT statement. If the program comes across a NEXT but has not been through the matching FOR then you'll get this error.

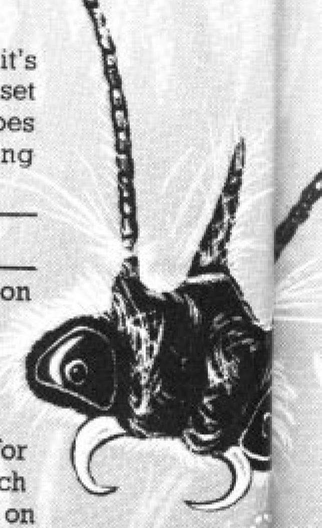
As well as incorrect typing of the FOR and NEXT lines, it could be that your GOTOs and/or GOSUBs are wrong. This might make the program jump to a NEXT without going through the FOR first.

VARIABLE NOT FOUND

On some computers, all variables are set to zero when you type RUN. On others, though, they are not given a value until you give them one. So if you set the value of X to 10 and then, further down the program, make a typing mistake and call it Y, you'll get this error unless Y also has a value. Both systems have advantages. If your program uses a lot of variables, it's annoying to have to set them all to zero. It does cut down on typing errors, though.

BAD MODE

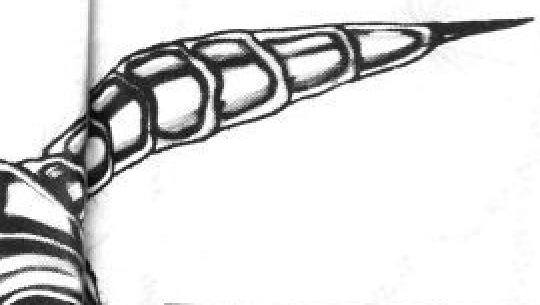
This error is found on BBC micros and is similar to Out of Memory. It can mean that there is not enough memory for the selected mode. Each of the graphics modes on the BBC takes up a different amount of the computer's memory. This means that the size of the largest program which you can write depends on which graphic mode you use.



OUT OF MEMORY

Quite self explanatory, really. It means that you haven't got any memory left. This usually means that a program is too large to fit in the machine and that you've run out of RAM. However, there are some typing errors which will result in this error, especially DIM statements which are used to reserve memory for date. If your DIM is too large then you'll find yourself running out of memory.

The computer stores a number in memory which tells it how much RAM it has left. If you change this number by poking into it inadvertently, then you'll get the impression that you have less (or even more!) RAM left than you should have.



RETURN WITHOUT GOSUB

Similar to NEXT WITHOUT FOR. This is a pair of statements which must occur in order. If the computer reaches a RETURN but has not encountered a GOSUB on the way then you'll get this error.

OUT OF DATA

This is one of the most common errors. In many Basic programs you'll find lines with the word DATA at the beginning. These contain numbers or letters which the program needs to be able to run, and are read into the program with a READ statement. Each time there is a READ, it will get the next item from the DATA line. But, if there is a READ but no more DATA left to be read, you'll get this error.

If this happens, check the DATA lines to make sure that they are typed correctly. Each item of DATA is separated by a comma so if you miss one of these out you will merge two DATA items into one. This means that although the DATA is all there, it will appear one short to the computer.

CAN'T CONTINUE

When you interrupt a program with BREAK or ESCAPE you can usually restart it by typing CONTinue. But there are some occasions where you can't continue. For example, if you alter the program in any way then the machine's memory will be rearranged to fit it in. Therefore all previous data is lost and you can't continue running the old program.

If you are going to type something before continuing, eg printing the value of a variable, make sure that you type accurately as you can't continue after a SYNTAX ERROR.

DIVISION BY ZERO

In maths it is impossible to divide any number by zero. So if you try to do so in your program you'll get this error. It may be that you've typed the name of the variable wrongly. If your machine sets all variables to zero at the start and you type a variable name that has not been used in the program it will have a value of zero. If you then try to divide by this variable, you'll get this error.

TYPE MISMATCH

You have referenced two types of variables in the program line and they are of different types. String variables have a dollar sign after them while numeric ones do not. It may be that you're trying to store a letter or word in a numeric variable.

BAD SUBSCRIPT

An array has been dimensioned with a DIM statement but you are trying to access a part of the array which does not exist. For example, the line DIM A (100) will give array A 100 elements. If you then try to PRINT A(103) you'll get bad SUBSCRIPT. (The number in the brackets is known as a subscript). If you get this error, check any lines which deal with arrays, especially the DIM statements.

REDIMENSIONED ARRAY

Once you have set up an array with a DIM statement, you cannot set it up again without clearing it first, or typing RUN which does the same thing.

If you get this error when typing a program from a magazine then check especially for typing errors in DIM statements. Check all your GOTO and GOSUB statements as well, as a typing error may be making the program jump back to a DIM.

This error message may also be called a DD error, which stands for Double Dimension. (No jokes about it working wonders, please).

ILLEGAL DIRECT

There are two ways to type in a Basic statement. Either with a line number as part of a program or without one, known as immediate mode.

There are commands, though, which can't be entered in immediate (or direct) mode but only as part of a program. An example is the INPUT command. If you try typing a command in immediate mode which can only be used in a program then you'll get this error.

Try typing INPUT A on your computer and you'll see what I mean.

STRING TOO LONG

The program is trying to create a string which is longer than Basic allows.

This is no problem on a Spectrum, as there is no limit to the length of a string. On other micros, though, strings usually have a limit of 255 characters. Trying to add characters on to the end of a string without clearing it first will often produce this error.

In standard Basic (but not on the Spectrum) the same goes for elements of string arrays. On the Spectrum you cannot have true string arrays.

UNDEFINED LINE

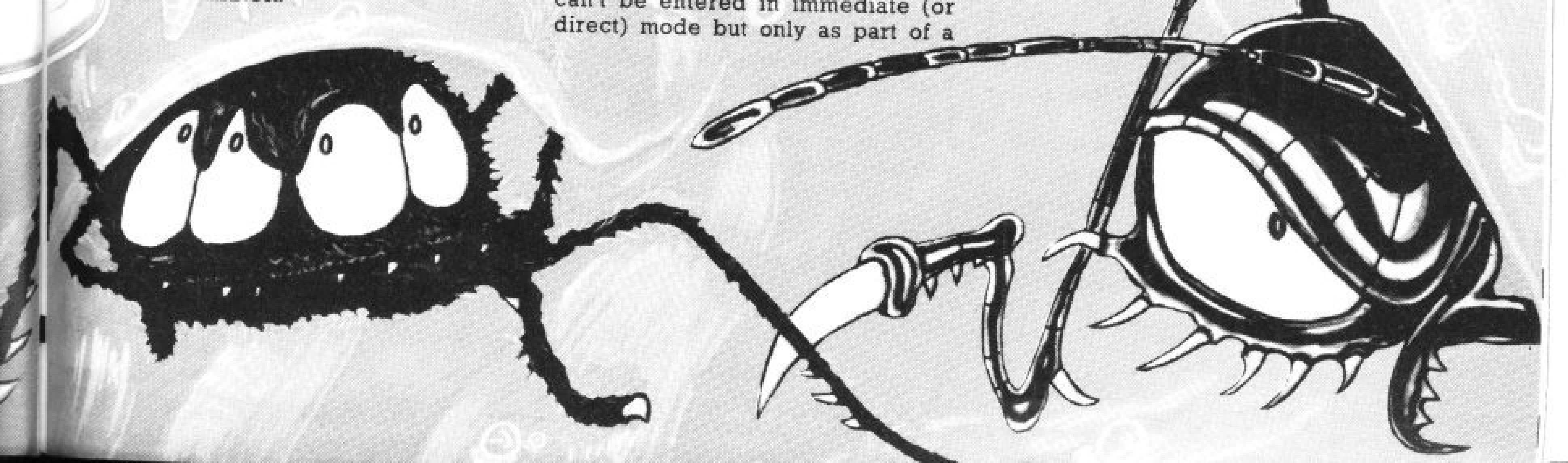
A GOTO or GOSUB statement points to a line of the program which does not exist.

On some computers, the Spectrum for example, if a line does not exist, the program will jump to the next available line without producing an error.

REDO FROM START

Not exactly an error message, this, but it will happen if you try to enter a string from the keyboard when the program is expecting a number.

If the program asks for a number and your input contains any characters apart from the numbers 0 to 9 you'll get this message.



PUZZLING

MORE FINDINGS FROM THE FAIR

Further to our report in the January issue on the dark doings of the machinery at the computer fair, another chunk of printout provides puzzling details of Tom, Sue, Alice, Bill and Joe whose surnames, not necessarily in correct order, are Bilkins, Williams, North, Smith and Thomson. Each was attracted by a special feature of a machine — watertight, 32-bit, own power, telepathic, makes the tea.

The readout tells us:

1. No form of liquid was mentioned in the advertising of Bill's computer, nor of the one bought by Bilkins.
2. The lady called Thomson bought her computer from stand 3. The other lady did not make her purchase from an adjacent stand.
3. Joe did not buy from an odd numbered stand. The watertight computer was not on stand 2.
4. Mr North bought from an end stand.
5. Alice's computer produces its own power. The telepathic computer was displayed on stand 4 and the machine on stand 1 was not bought by Williams.
6. Sue's computer was not on the stand adjacent to that visited by Tom Smith.

Can you give the full name of each buyer, the machine they bought and which of the stands 1 to 5 it was on?

	Tom	Sue	Alice	Bill	Joe	Watertight	Telepathic	32-bit	Own power	Makes tea	1	2	3	4	5
Bilkins															
Williams															
North															
Smith															
Thomson															
Watertight															
Telepathic															
32-bit															
Own power															
Makes tea															
1															
2															
3															
4															
5															

Stand	First name	Surname	Feature
1			
2			
3			
4			
5			

FALSE ARREST

At least in their latest job Sluffy's gang slightly improved on their previous effort. Then they had backed their van through the window of Todd's Videos before they read the notice fixed to the door which informed visitors that Todd's had moved to the High St.

This time the gang's driver did manage to reverse into a thriving computer shop but, in going too far, wrecked most of the main display. As the startled owner just watched, one of the gang ransacked the shelves and passed what he fancied to another who loaded it into the back of the vehicle.

It was a pity, too, that they had prearranged the signal to leave by means of a bang on the van's roof, for when a collapsing shelf hit the van the driver roared off — leaving his two companions staring in wild disbelief through the smashed frontage.

When invited later to visit their local police station and engage in frank, round the table discussions, the gang knew that they could not deny the robbery but hoped, if they could confuse the law as to who took which part, to throw some doubt in the minds of the jurors and so lessen their sentence.

They had agreed that their poorest liar would tell the truth all the time and when questioned he made two true statements. One of the others told one truth and one lie and the third member told two lies:

'AMMER I DROVE THE VAN
BASHER GRABBED THE GOODS
BASHER I GRABBED THE STUFF
CLOGGER DROVE THE VAN
CLOGGER BASHER DROVE THE VAN
I LOADED THE STUFF

The police weren't confused for long and, hopefully, you won't be either.

Can you just tell us what part each man played in the raid and which of them told the truth both times, which lied both times and which was half honest?

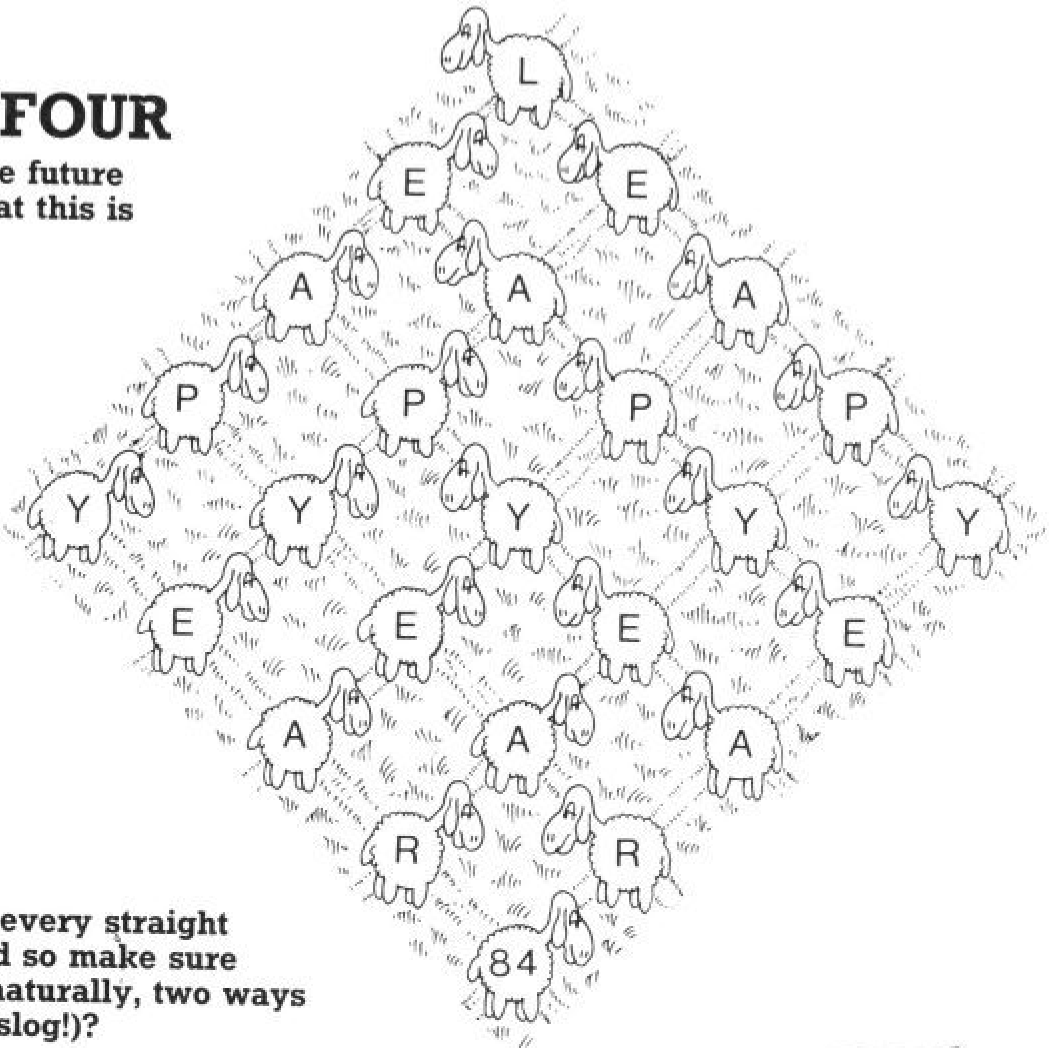
The first six correct answers out of the *Computer and Video Games* Memory Bin will receive prizes that will keep you puzzling even long than Trevor Truran's mind-boggling brain twisters. Thanks to our friends at Vulcan Electronics, we've managed to get hold of six XL25's!

Not they are not space craft from another galaxy. These nifty little gadgets are a combination of Mastermind and Simon. But we're not saying any more about them — mainly because we haven't been able to beat the things yet!

Anyway, get your answers to us by March 16th and you could be the proud owner of an XL25. Send your answers to False Arrest Contest, *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ.

SPRING OF EIGHTYFOUR

In how many different ways are these future woolly jumpers for M&S telling us that this is LEAPYEAR 84?



			8
	9		4
		1	

Can you complete this square so that every straight line of four numbers adds up to 30 and so make sure that 1984 is a magic year (there are, naturally, two ways to do it, the easy and the rather hard slog!)?

GET YOUR TEETH INTO THIS ONE!

Introduced by the man himself . . . Terry Blank! 'Settle down now, fan and don't get excited — you never know what it does to your liver, or your onions.' Today, a special edition of the dreaded Head To Head. Each line is a clue to a word; thus blank teeth could be false teeth, or shark's teeth or canine teeth or even Edward teeth (you remember him, don't you?).

One of the *several* choices which float into your mind may be the right one and that is entered into the picture thus: the first letter into the left-hand square, the last letter into the right-hand square and the remaining letters go in the spaces in between. Got that? Good. If you choose the right words then an incredible surprise will appear — the first letters, reading downwards, will form a word as will the last letters. And these two words are tied by some bond of association in the English language — like CHIP and SHOP. Eugene, roll back the screen and reveal the first and easiest of our samples:

Blank water
Blank glasses
Old blank time
Blank fair

Well done! Another, if you please . . .

Blank time
Blank rubber
Day blank
Car blank
Left blanks

And now the third, which has JY lost for words, I can tell you.

Blank bone
Blank freeze
Blank coat
Storm blank
Hold your blanks!

SOLUTIONS

More From The Fair

STAND NAME		FEATURE
1	Bill North	32-bit
2	Tom Smith	makes the tea
3	Alice Thomson	produces own power
4	Joe Bilkins	telepathic
5	Sue Williams	watertight

Head To Tail

1 Shallow	2 Visiting	3 Marrow
Opera	India	Anti
Father	Dream	Rain
Trade	Engine	Cloud
	Overs	Horses
SOFTWARE	VIDEO GAMES	MARCH WINDS

Spring of Eightyfour

(1) 70 ways.

(2)

0	14	13	3
11	5	6	8
7	9	10	4
12	2	1	15

The easy way? Write the number 0 to 15 in order like this:

0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

and switch pairs which are symmetrically opposite through the centre, leaving the diagonals strictly alone. Thus 1-14, 2-13, 4-11 and so on swap places.

BY TREVOR TRURAN

PUZZLING


MAL FUNCTION
T. HITCH
SNAG JNR
SCREAMING FOUL UP
THE BUGS
.. THIS NEW SPY GAME PROGRAM IN COMPUTER & VIDEO-GAMES IS..
PLINK!
PLINKY!
BLUR!!!
THE NIMBLE FINGERS SPEED ACROSS THE KEYBOARD! OUR PROGRAMMER HAS FOUND A SUPER, NEW PROGRAM..
PLONK!
..A WORK OF GENIUS.... REALLY GOOD!
BEADS OF SWEAT
INSIDE THE MICRO!
MONITOR
WHAT'S HE UP TO OUT THERE SNAG?
HE'S PUTTING IN A C&V-G GAMES PROGRAM. IT'S A NICE PIECE OF WORK!
HI! HO! DUTY CALLS. IT'S A SHAME WE'RE GOING TO HAVE TO BUG IT FOR HIM!
NO! LET'S WAIT...
IT'S MUCH MORE FUN TO BUG IT AFTER HE'S TYPED IT ALL IN! (GIGGLE!)
MEANWHILE.
THIS SPY PROGRAM NEEDS A SMALL, FINAL ADDITION! HEH! HEH!
SUDDENLY, THE 'SMALL, FINAL ADDITION' ARRIVES IN THE MICRO!
..AND WE'LL START AT MEMORY LOCATION 8000 AND BUG OUR WAY THROUGH THE REST OF THE PROGRAM.
GREAT! LET'S GO!!
WHILE THE BUGS GO TO WORK, THE MYSTERIOUS STRANGER ZAPS TO THE SCREEN.
BUGSPY ALONE CALLING THE PROGRAMMER
GO AHEAD BUGSPY!
THE BUGS ARE CURRENTLY IN MEMORY LOCATION 8000. PLEASE POKE 8000 WITH ANY VALUE..IMMEDIATELY. THIS WILL GIVE THEM A SEVERE JOLT AND RENDER YOU BUG FREE FOR SOME HOURS.
WILL DO BUGSPY!
(THINKS) ADDING A SPY OF MY OWN IS WORKING OUT WELL! (SNIGGER!)
AT MEMORY LOCATION 8000...
ZAP!
I'M UNDONE!
YAARGH! HOW DID HE KNOW WE WERE HERE?
THERE'S A SPY IN THE COMP! BUGGED BUGS BEWARE!

PROGRAM EXTRA

Write to Program Extra at *Computer and Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5EJ. Please mark your letters "Program Extra". Remember we'll pay £10 for any tips or short programs we print.

I HOPE you enjoyed last month's 52 page book of games and didn't have too much trouble entering the listings.

Program Extra is very interested in improvements to the listings we've published and conversions too. So if you think you can improve on a *C&VG* game, then I would like to hear from you.

WHAT's happened to all our BBC programmers. Have they become shy all of a sudden?

C&VG has been experiencing a strange new phenomenon — a lack of good BBC games. What once was a flood has now turned into a trickle of good listings. *C&VG* are always on the look out for good games for all popular micros. So if you've got a game lying around, please don't hesitate to send it in, together with a software form from the back of the magazine and a list of variables and instructions.

So get programming, and remember we pay ten pounds for each game published and the author of the program of the month receives 25 quid. So what are you waiting for?!

MR P Burgess of Caterham, Surrey has sent Program Extra a short program to disable the Dragon 32's break key:

```
10 poke 411,229
20 poke 412,203
30 poke 413,4
40 poke 414,237
50 poke 415,228
60 poke 410,236.
```

After running this program, the break key will appear not to work. Very handy, especially if you don't want peeping Toms taking a sneaky look at your masterpiece of programming. If at any time you need to re-enable the break key, just type poke 410,57.

TEXAS owners will remember our great game Paratrooper in the Jan '84 issue. Mike Waldron of Sheffield has sent *C&VG* an improved version of the game. The alterations make better use of the TI's graphics and colours and displays a score throughout the game.

Add the following lines to the listing:

```
213 CALL CHAR(140, "0 0 0 0 0 0 0 0 0
30 30 30 3")
232 CALL CHAR(141, "00000000
C0C0C0C0")
280 CALL CHAR(112, "0000030F
3F3F7FFFFF7F3F070000000000000008
0F8FCFFFFFFFEFEFCF")
300 CALL CHAR(121, " ")
310 CALL COLOUR(14,10,1)
311 CALL COLOR(14,10,1)
312 CALL CLEAR
313 CALL KEY (0,K,S) :: IF S 1 THEN 314
320 CALL SCREEN(5) :: CALL CLEAR ::
CALL MAGNIFY(3) :: RANDOMIZE
321 SC=0
322 DISPLAY AT (1,3):SC*100
340 CALL HCHAR (22,1,121,96)
390 CALL SPRITE(#A+1, 108,A+11,
(A*10)+20, RAN(250), 0,RAN(20)+3)
391 CALL COLOR(#3,2)
401 CALL HCHAR(21,9,140)
410 CALL SPRITE(#26,112,4153,170)
411 CALL HCHAR(21,23,141)
420 CALL SPRITE(#25,112,4,153,200)
421 CALL HCHAR(21,26,140)
430 CALL SPRITE(#24,112,4,153,64)
450 CALL SPRITE(#A+6,
100,A+7,A*14+61,RAN(250))
470 CALL SPRITE(#1,96,8,10,100,0,-20)
590 CALL SOUND
(100,1000,0,250,0,500,0,) :: CALL
DELSPRITE(#28) :: SC+1 :: DISPLAY
AT(1,3):SC*100 :: GOSUB 600 :: GOTO
480
```

And then finally, delete the lines 200,210,220,230 from the original listing.

THIS issue will prove a real hit with Sharp owners who are addicted to fruit machines — see Slot Machine on page 96. One small problem though, we've lost the name of the author. So if he would like to claim his ten pounds, we would be most happy to hear from him on 278-6556.

MR P EDWARDS of Wrexham has sent Program Extra a tip that will give Spectrum owners a little more time.

Programmers sometimes require a certain time to test to see if a key has been pressed. This can be achieved by using the statement: LET T=7997−USR7997.

The variable T contains the time in fiftieths of a second. The computer will wait for up to two minutes and 40 seconds for a key to be pressed which is very useful for displaying instructions. The user can then decide to read them or press any key to move on to the rest of the program.

THAT about wraps it up for another month except to remind you that Program Extra is interested in tips, hints or program improvements for any of the popular micros. Remember we pay at least £10 for each one we use.

Program Extra is also particularly interested in receiving articles on programming or any computer-related topic that you may have written or are thinking of writing.



GOING THROUGH THE PILE

During the past month I have been playing my way through a pile of recently published Adventure games, and now find I run the risk of courting unpopularity among non-Spectrum owners!

But on this occasion, the anti-Spectrum lobby should hold their fire. The trouble is, there are so many Spectrum Adventures around that the poor Spectrum owner deserves some extra help through a veritable minefield of software. And a minefield it is, for the Spectrum games I have played, with one exception, are so weak that if there was ever an Adventure equivalent of "The Worst of Hollywood", then many would feature.

Spectrum owners are, at the time of writing, unable to set themselves a bench-mark by playing a Scott Adams game, so it is only right that the worst as well as the best should be mentioned. Which leads to an interesting thought! Perhaps a new method of rating Adventure games could be points in a range of one to ten on the Scott scale. A universal measure of Adventure quality — "This game rates 3.25 Scotts" — would, perhaps, speak for itself! In that case, a number of Spectrum games listed here wouldn't merit more than a handful of Scotts between them!

QUITE A SPECTRACLE!

Following closely on the heels of Valhalla, but from Doric and relatively unsung, comes *The Oracle's Cave*, for Spectrum (what with Doric and Oracle, somehow this seems the wrong micro for the game!).

Since animated graphics are again the order of the day, comparison is inevitable. In Oracle, the graphics are used in an entirely different way. Your little figure not only moves around, but the location 'pans' with him, so there is no sharp cut-off of one picture to be replaced by another thus movement is smooth and continuous.

Response is fast compared with Valhalla, making the game a pleasure to play. At the outset, you may choose one of four quests — obtaining a treasure guarded by a mummy, centaur, dragon or knight. You must collect, in all, 40 units of treasure to complete the quest.

The game is played in real time, and the maximum playing time is one hour (Oh happy reviewer!) Each game starts off with a new network of caves. Commands are entered as single letters, and the permissible options are displayed at all times. For example, if you type 'm' for move, then your next options might be l, r, u, d, s, meaning left, right, up, down and secret passage.

Unfortunately, this very good game is let down by its lack of instructions to the user. The cassette inlay gives some instructions, true, but they in no way make it clear exactly how to use and manipulate things, nor how to use or interpret the cave map inset to the bottom right of the display. This can be easily overcome, of course — produce an instruction booklet quick, Doric!

The Oracle Cave is from Doric for 48k Spectrum, and costs a modest £7.95.

CENTRE DUNGEON

The instructions of Middle Kingdom load separately up to 26 hex, and are extremely complicated, occupying an incredible 11 screens. They are also written in an extremely bad style, with poor grammar and spelling. If you can remember them after the main program has replaced them in memory, you are probably the type that can quote the complete works of Shakespeare.

The main part of the game is reminiscent of Dunjonquest games but, being on the BBC, is much faster than the TRS-80 *Hellfire Warrior*, and enlivened with colour and sound.

First you choose your character, weapons, and armour and then move around from room to room, doing battle with goblins and the like, using the special function keys to select the type of blow you wish to deal the enemy. Optional speed of messages and skill level is provided as well.

Not really my cup of tea, but a very good game of its type. Pity about the instructions — why on earth couldn't they have been committed to paper? Perhaps the mis-spelling and poor grammar would put people off buying the game if seen in advance?

Middle Kingdom is from Pro-Software for BBC priced £7.95.

MULTIPLE DODGE

Arcade versus Adventure is often a theme of readers' letters and, in *Dodge City*, the two are brought together.

First an arcade game must be played up to skill level 12. You ride across the desert collecting mail, pursued by bandits, avoiding cacti and oncoming bullets. As you complete each alternate skill level, you are presented with a clue to the Adventure, and this culminates in the receipt of the pass word to enter the Adventure section.

Into the Adventure itself then, and you find yourself in Dodge City, about to face a murder charge, and all the evidence stacked up against you. You must choose (1) to make a break for it or (2) submit to arrest. You choose (1) and find yourself looking into the guns of the Deputy Sheriff. You must decide (1) to raise you hands and surrender or (2) jump from the balcony . . .

Get the picture? Yes, at last a real multiple choice adventure. It has instant 'wide-screen' graphics and a good sense of humour. It would probably make a good board game, and is certainly to be recommended for wallies wishing to boast of their Adventure prowess. Adventurers leave well alone. And the arcade game? (1) you like it or (2) you don't.

A NOD IS AS GOOD AS A WINK!

Collect five treasures outside Jerusalem and, making sure you have the keys, touch button on the way to paradise. Amen!

Some of the riddles of the castle may be answered by taking the correct exits in the forest — E, N, W. If you go east first, throw the coin down the well and wait!

Stun only, and transport, then follow the hound through the snowstorm!

BY KEITH CAMPBELL

TROUBLE IN TANDEM — TRS-80 v THE BEEB

Back in 1981 there appeared in the Molimerx catalogue a machine-code Adventure for the TRS-80 called *The Golden Baton*. I particularly noticed the entry because it was next to one for my first Adventure, *Fairytale* (a more feeble effort written in Basic!). In those distant days, aeons ago in terms of micro developments, the TRS-80 was THE machine for Adventure, and a really successful game was one written in machine code.

Golden Baton was the first of the *Mysterious Adventures*, which was to prove to be the nearest home-grown Adventure series to that of Scott Adams. These games are now available for a wide variety of micros (it is easier to list those for which there isn't a version!), and led to the birth of Brian's company, Digital Fantasia. My own entry was the first of a short series of three, and led to — well, how do you think I got to writing this? So although a number of *Mysterious Adventures* have been reviewed in these pages, I thought it about time to call in on the one that started it all off.

In view of the special nature of a first-in-the-series game, I decided to depart from normal practice of reviewing one version, and play 'in stereo' as it were. Thus, Ruth, my wife, seated at the TRS-80, had a head-start by loading in from disk, whilst my BBC tape wound slowly through the cassette player.

The golden baton is the object which must be found to complete the game and, of course, there is no hint of such a device at the outset. The Adventurer must solve a number of puzzles to get the wherewithal before he starts his search in earnest. Innocent-looking objects can reveal some useful surprises when examined, and so care is needed not to overlook anything lying around. To a certain extent, that is the formula — search, find, use. But the use of things found requires some deductive reasoning, thereby resulting in a rewarding game.

However, the most fascinating aspects of *Golden Baton* came to light when comparing the two versions being played simultaneously. To start with, the BBC version follows more closely the Scott Adams-type split screen, whilst the TRS-80 version had text in the lower half that did not scroll, leaving the player without a reminder of his previous commands.

The vocabulary varied, and whereas Ruth could not 'GO' anywhere, I, on the BEEB, could do that easily. Of course, it is to be expected that some descriptions would be altered, to suit the difference in screen-width, but what we found was a major difference in command vocabulary — a veritable Helpline nightmare! There was I with some much needed salt (no problem finding it!), and Ruth with dictionaries and a Thesaurus desperate for more synonyms, beginning to suspect there was no salt in her version! Meanwhile, there she was carrying absolute armfuls of objects around, whilst I could only manage a mere five!

In the final analysis, we agreed that the plots were identical, but a step-by-step solution would vary from micro to micro. In converting his series to run on the BBC, I can well appreciate the author's awareness, in hindsight, of possible improvements to the logical command words and a tightening of the inventory limit to the practical minimum. But I must say the TRS-80 version scored in having more detailed descriptions than the BEEB, albeit in monochrome.

Overall, this was a fascinating exercise and revealed a game that can be highly recommended. But I couldn't help wondering how the Spectrum version differs from the Atari version and the Commodore 64 version and . . .

Dodge City is from Phoenix Software for 48k Spectrum, priced £9.95.

URBAN BORE

Another game for the Spectrum I would not borrow, let alone buy, is *Urban Upstart* from Richard Shepherd Software.

The idea is good enough — quite original in fact. You must escape the environs of Scarthorpe, a town so depressed that the unemployed queue up to queue up for a job.

The trouble is that the implementation ruins the idea. The top of the screen displays a picture of each location, starting off in your house, and progressing eventually out and around this neglected town.

When you are outside a fish and chip shop, neither CHIPPY nor SHOP are recognised, and a bank, pictured and described, goes unrecognised likewise. I didn't bother with Arthur's bookshop.

There are plenty of locations and pictures, and if you are hypnotised by watching your Spectrum slowly fill in your screen with blocks of colour, then you'll be in a trance in no time, for there is no 'graphics-off' switch, and to move around takes upwards of ten seconds a go.

To cap it all, should you catch pneumonia out on the cold damp streets, an ambulance will take you to a hospital which turns out to be a perspective maze.

All this frustration caused me to type nasty words at the game, whereupon I was whisked off to gaol on an obscenity charge. Non-moving commands are answered fairly promptly, so I tried my hardest to get out, all to no avail. Unfortunately by then, I had lost faith in the game and decided to pursue it no further.

Urban Upstart, is from Richard Shepherd Software for 48k Spectrum, priced £6.50.

A THING IS A THING IS A THING

The Warlock of Firetop Mountain, from the Puffin Personal Computer Collection, comes in a card sleeve, complete, as might be expected with a name like Puffin behind it, with a full-length paperback.

The package is billed as "A fighting fantasy game with revolutionary animated graphics . . . AND the original best selling book."

Well, forgive me for associating a fantasy game with Adventure, and for assuming there would be a connection between the book and the accompanying Spectrum cassette.

The book is best described as a 'multiple choice' Adventure, where, by use of a dice and selecting the next move from a choice of two or three, the player proceeds from paragraph to paragraph, moving on to the paragraph indicated by his selection. This means constant and rapid page-turning, as there are 400 numbered paragraphs, and the result can perhaps be described as an Adventure story read in random order.

Not so the software, which, not unreasonably, I anticipated would be a computerised version of the book. It is not. The game is almost identical to *Halls of the Things* from Crystal Computing.

Guess who wrote the program? Messrs Mottershead and Brattel of Crystal Computing. Phew! What a coincidence! And you bought both? Ever been had?

Warlock of Firetop Mountain for 48k Spectrum from Puffin at £6.95.



REAL TIME WIZARD

One of the better games in the pile was *Keys of the Wizard* which loads on a Dragon 32.

This adventure is played in real time with a choice of three skill levels. Sounds like an arcade game, doesn't it? Well, this one is definitely a text adventure! The skill level determines the difficulty in finding treasures, the ease of killing adversaries, and the activity of special nasty tricks. It is advisable to start at level one to get a feel for the game before progressing and, at this level, it is estimated the game will take between two to six hours to complete.

The cassette inlay give a list of verbs, creatures, weapons and abbreviations, the latter including a command to pause the play.

At the top of the screen is displayed the time, physical status of the player and creatures, and current score. The conversation scrolls beneath and has a fast response.

The adventure network is seemingly vast, but unfortunately I found the vocabulary to be fairly limited, and got the impression that most locations were compiled from a random list of descriptions and exits.

Not a bad game though, one that is worth persevering with, and coming back to.

Keys of the Wizard is from Microdeal for Dragon 32 priced £8.00.

DEFINITELY NOT SCOTT!

EDITOR — believe it or not, spelling is as found!

In the hotel lobby:

The walls are elaboratley decorated.

Examine walls — You can't.

In the hotel room!

There is a bed in one corner with a dirty matress and a single pillow.

Lie down — you can't.

Sleep — you can't.

Examine pillow — You can't

Lift pillow — OK.

Should you now LOOK you will see a small key.

In the stable:

A saddle hangs on the wall:

Examine saddle — You can't

Get saddle — It isn't here.

In the Assay Office:

There is an upturned filing cabinet.

Open cabinet — There isn't one!

You've heard Scott Adams games will soon be available for the Spectrum, haven't you? Well this isn't one of them! Described as a graphical adventure, all outdoor locations are displayed on part of a map — pretty redundant stuff since all the necessary descriptions and exits are provided in the text anyway.

Ghost Town is written by a teeny bopper with no dictionary, John Pickford. How Virgin Games have the nerve to give such trivia the name of a great, I cannot understand. Perhaps they don't even know there is already a *Ghost Town*? They should stick to producing records, and leave Adventures to those with some knowledge. Or could it be they are hoping to confuse Spectrum owners?

Ghost Town from Virgin Games for 48k Spectrum, a rip-off even at £5.95.

HELPLINE

Simon Marsh drops me a reassuring line every now and again, and has come up with the theory that Adventure players are the best computer users — kind, friendly, and always helpful!

James Bibby has written from Birkenhead offering to help with quick tips, and specifically writes to help Denis Field, stuck in *Castle of Riddles*. His tips, and those from Gordon Keenan of Glasgow, are printed upside down.

Dragon owner Mark Terry of Stoke-on-Trent offers help for W. Pooley in Jerusalem, but has come across an unexpected problem himself. He has all the treasures and has got through the gates, but nothing happens! Phew!

I try to keep abreast of new Adventures, yet almost every month I get a desperate plea or two about a game that I have not heard of! Blade of Blackpool is one example, so can anyone help R. Gay from Rogerstone who wants to know if he can get past the landslide or monster, or nearer to the trees that emit an eerie light? Ken and Linda Thompson up in Chesterfield, on the other hand, are stuck with the carnivorous plant, can't find the jewel of Selmarn and are stuck in the quicksand! To make matters worse, they ventured into *Wizard and Princess*, and are stuck in a room with a crazed toad!

Labyrinths of La Coshe is troubling Mark Chaffey in Tunbridge Wells, for he can't get through the passage past the waterfall.

Remember Stephen Donoghue and the Ghost Town horse? His claim to completing *Strange Odyssey* in six days led Brian Pickarance to ask "Is he a hyper-intelligent Skol-drinking mega-being from a distant planet?" Poor Brian has been eaten by a slime tree, torn apart by a black hole, and decided that the dia-ice hound must be a Skol drinker, as he won't take the Saurian Brandy! All leading to a score of zero! Well, you're lucky Brian — you don't make any mention of a methane snowstorm!

It only seems a few weeks ago that I was introducing you to Simon Clarke, who has been helping me with your problems since last September, and was a major contributor to January's Book of Adventure supplement. Well, sadly we must now say goodbye to Simon, who is leaving to start up his own software company, Adventure Zone Ltd. Thanks for all your help, Simon, and the best of luck in your new venture!

Meanwhile, if you have a helpful hint or a persistent problem, write to me at Adventure Helpline, *Computer & Video Games*, Durrant House, 8 Herbal Hill, London EC1R 5JB.

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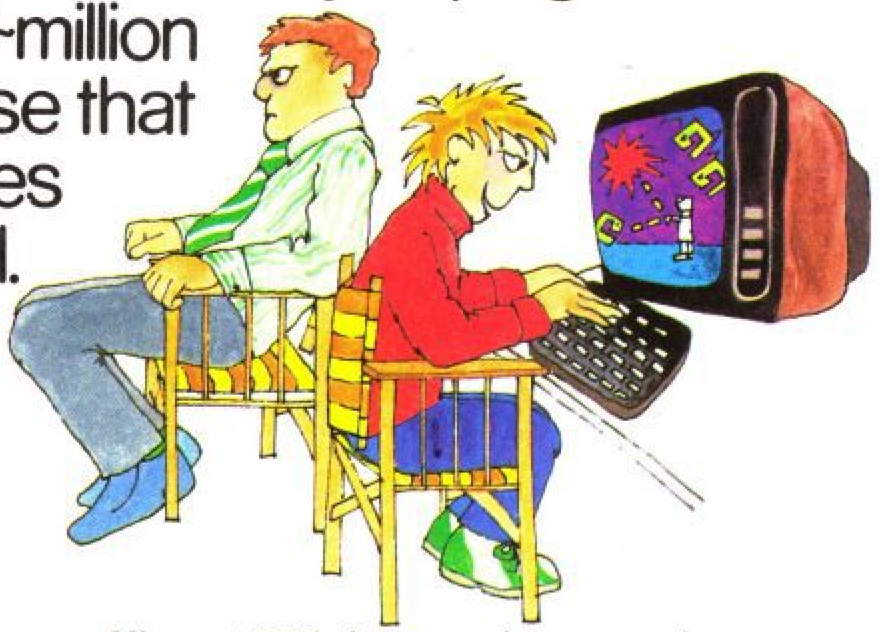
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It was only a few short weeks ago that (from left to right) Ian Weatherburn, John Gibson, Eugene Evans and Mike Glover were given their original brief.....'Produce the two most exhilarating computer games ever'.

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THE SOUND OF MUSIC

I can hear music — sweet, sweet music! Don't worry we're not about to unleash Bug Hunter's musical talents on the world. Not yet anyway! Next issue we're running a special series of music synthesiser programs for the top micros — including the Spectrum and BBC. We're going to ask you to use these programs to write us a tune and enter it in our great music contest.

We've asked Vince Clark of Yazoo and The Assembly to judge your tunes and pick the winners for us. The first prize will be very expensive and very exciting. But you'll have to buy the next issue of *Computer and Video Games* to find out just what it's going to be.

Keeping up the music theme we're going to print a wonderful "sound to light" program again for many popular micros. This will enable you to listen to your favourite records while watching a wonderful light show on your TV.

We will also take a look at some of the professional music synthesiser programs available in our Reviews section.

While we're on the subject, we will be asking Vince Clark just how he uses computers to make music in a special star interview. Meanwhile, over in the United States of America . . . the giant Consumer Electronics Show has just finished and *Computer and Video Games* was there to bring you all the hot news from the other side of the Atlantic. If you want to know about the latest games, new computers and even Robots, pick up our April issue.

Plus, finally, the winners of our Golden Joystick Awards — a report and pictures on our grand presentation dinner in London last month.

There will be all your favourites too — plus some of the best games listings around for almost every micro under the sun. So don't forget to rush around to your newsagent and sing for your copy of *Computer and Video Games.*

STAR-CROSSED BOOK OF GAMES

Where were the stars then? The competition stars in the Book of Games.

We have to own up — we simply missed them out! Well, it was Christmas when we put the Book of Games together after all. Perhaps we all had one lemonade too many that day. Anyway, don't despair, the competition is still open — even if you don't know what games it applies to!

If you get a top score on one of the games, simply fill in the coupon you'll find on the Book of Games contents page (we did manage to remember the coupon!), cut it out and send it to *Computer and Video Games*, Book of Games Hi-Score Contest, Durrant House, 8 Herbal Hill, London, EC1R 5EJ.

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Here's a list of the games you can enter on: Chopper Chase, Cavern Raider, Front Gunner, Zombies, Milliman, Frogga, Snakes, Psycho Circuit and Meteor Attack.

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His/Her Signature	His/Her signature	His/Her signature . . . .
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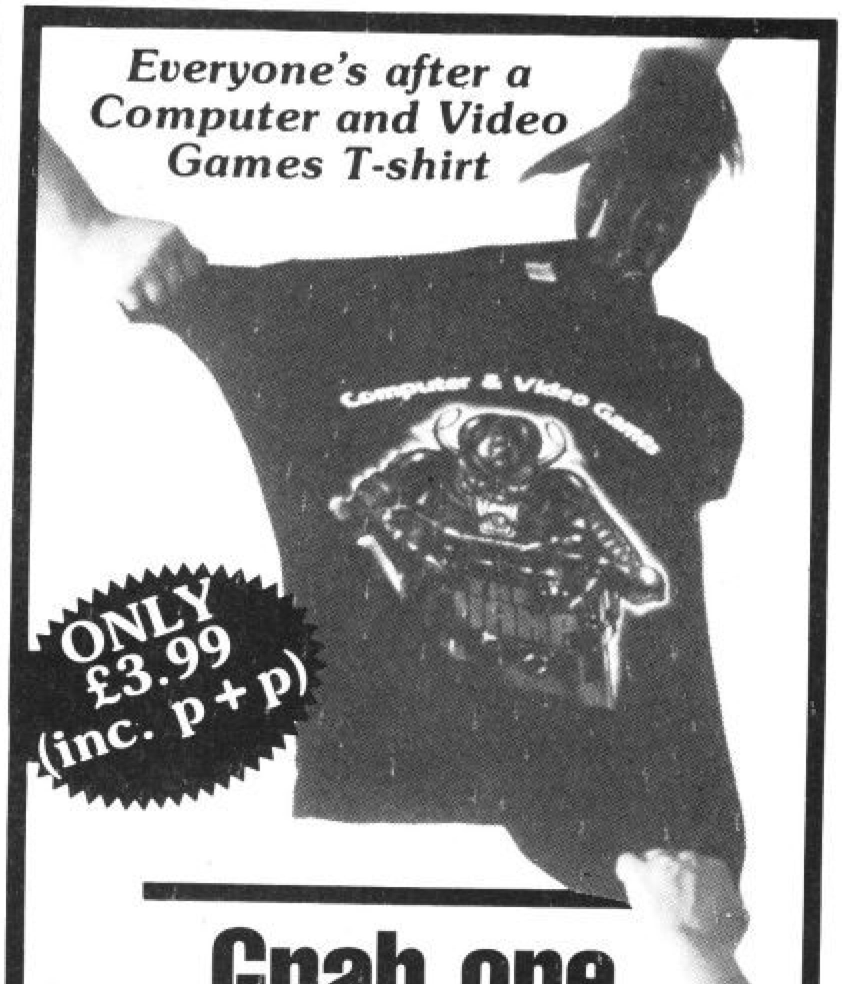
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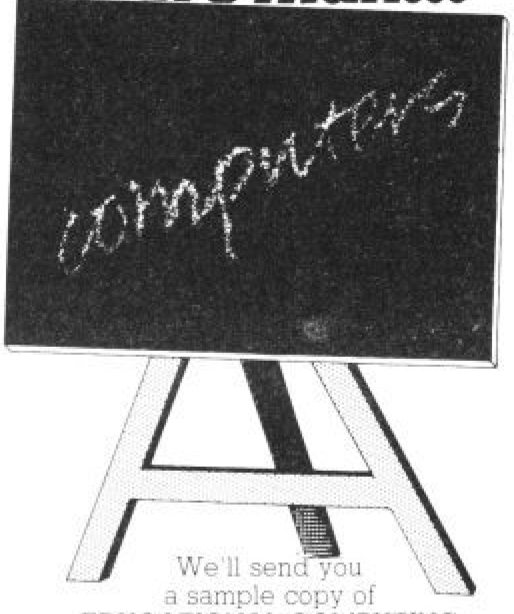
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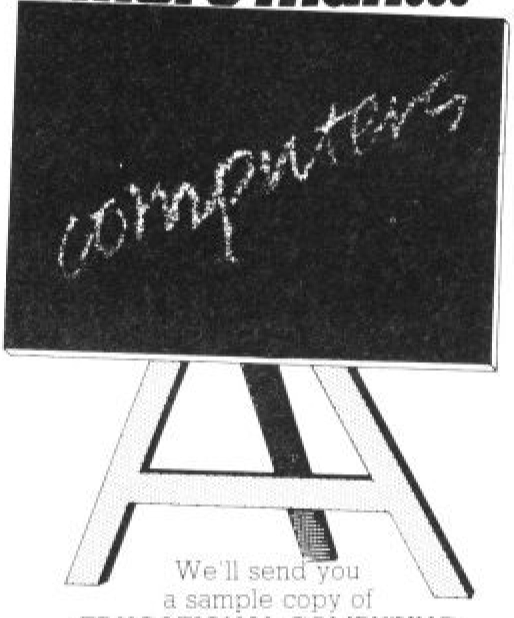


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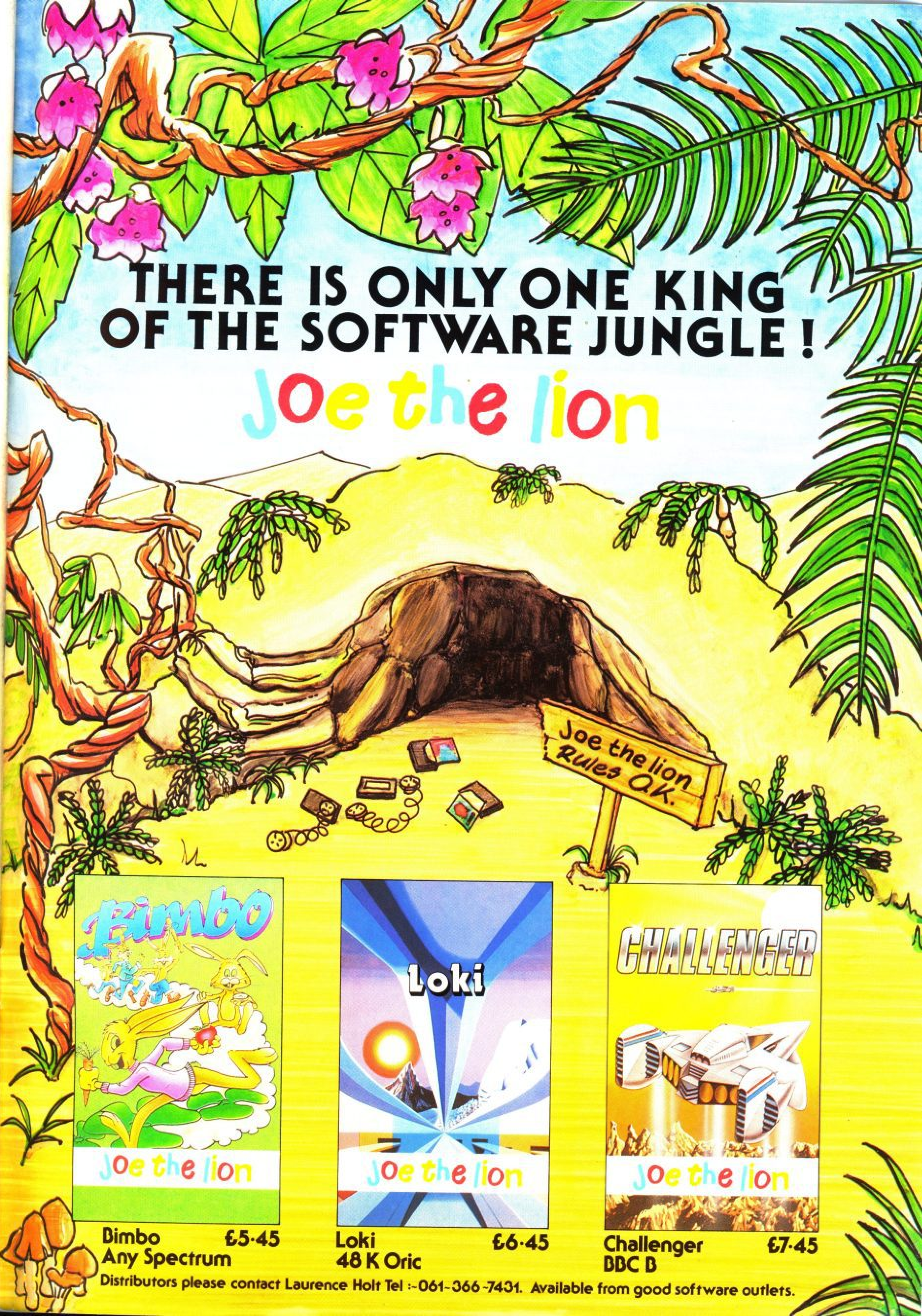
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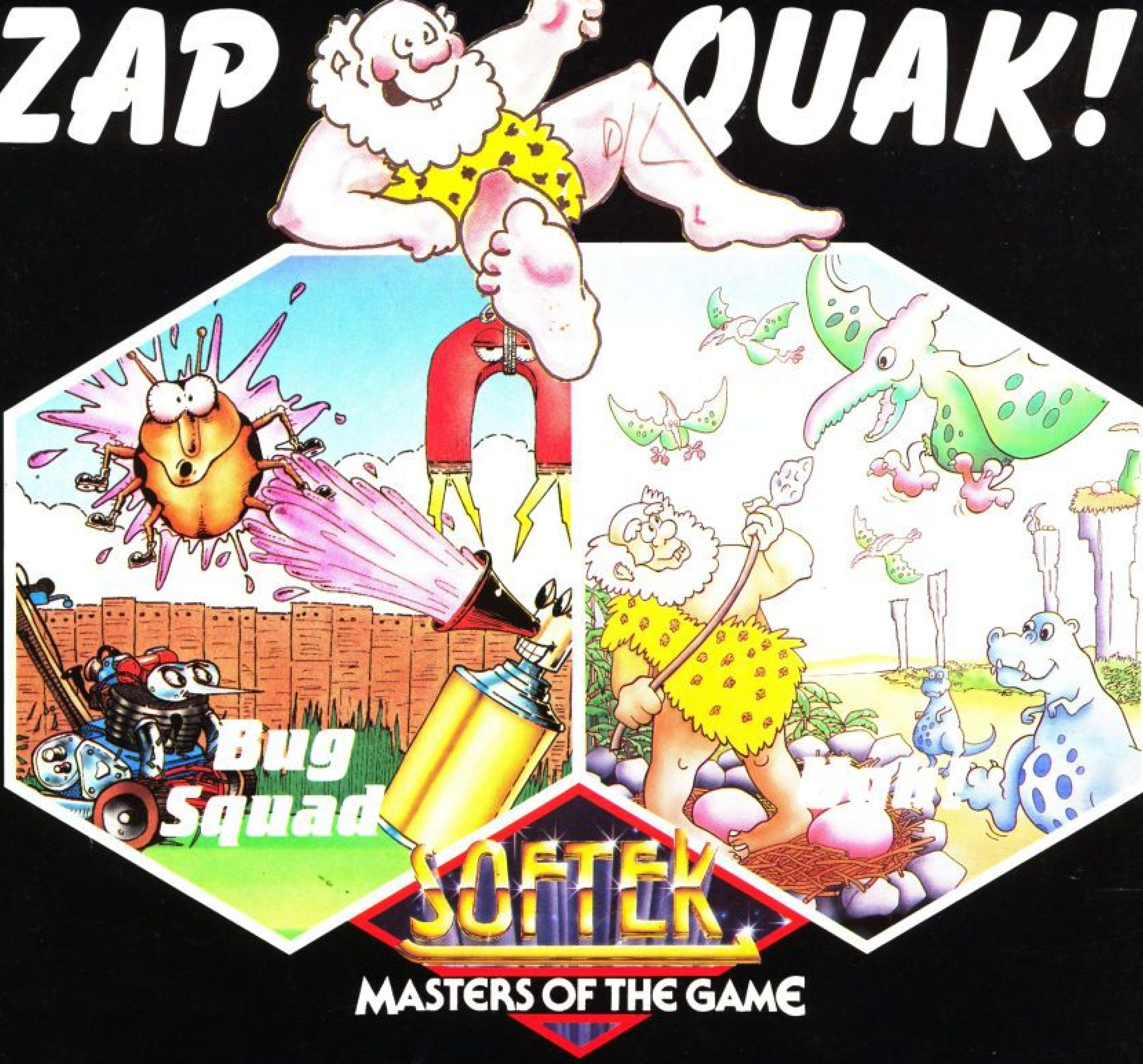
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'UGH BUG ZAP ZAP QUAK!'



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